THE AGE OF ARTHUR

Arthur's Britain c. 500 AD

Atacotti

Northern
Picts

Mounth Mountains

Southern
Picts

Edinburgh

Antonine
Wall

Gododdin

Dalriada

Strathclyde

Hadrian's
Wall

Bernicia

Rheged

Deira

York

Ulster

Lindsey

Connacht

Elmet

East Anglia

Meath

Ireland

Lleyn
Gwynedd

Chester

Leinster

Wroxeter

Mercia

Romano-Britons

East
Saxons

Munster

Dyfed

Cirencester

Bath

Kent

West
Saxons

Dumnonia

Welsh Kingdoms
Southern Saxon Kingdoms
Northern Saxon Kingdoms
Irish Kingdoms
Pictish Kingdoms
Romano-Britons

THE AGE OF ARTHUR

Warfare in the British Dark Ages 400 AD–800 AD

By Steve Jones and James Morris

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INTRODUCTION

A few brief words are probably in order by way of an introduction, and, somewhat uncharacteristically, we will start with a negative. Within these pages you will **not** find damsels in distress, knights in plate armour, and tales of Sir Lancelot or Round Tables. All of these are the trappings of later medieval writers, added to embellish the confused histories and myths of an earlier age. Our 'Age of Arthur' has been mostly based upon the history and archaeology of the British Isles in the period spanning 400 AD to 800 AD – roughly covering the gap between our sister WAB volumes, *Fall of the West* and *Shieldwall*. This period saw the Roman diocese of Britannia fall from Imperial control and begin to evolve into its later form of England, Wales, Scotland and Ireland. It is a tale of warlords and their personal warbands carving out petty kingdoms and holding them by force of arms and political guile – one of the most exciting and formative periods of British history. Although our supplement draws its name from the most famous hero of the age, there are many others better known to history whose violent careers are covered in these pages – you will find Cadwallon, greatest of the Welsh kings; Penda, pagan king of Mercia; Brude mac Bili, slayer of Ecgfrith of Northumbria, and Fergus mac Erc, who brought the Scots to settle in Scotland. It is hoped that you will be inspired to look beyond the more 'obvious' Arthurian Romano-British armies, and that the Saxons, Scots-Irish, Picts or Welsh may also catch your interest. With standard armies requiring on average between 100 and 130 models for the battle scenarios in this book (and smaller forces for skirmishing), we would like to think that a pair of opposing forces could be raised without too much trouble by a pair of friends within a gaming group, rather than resorting to out-of-period battles. Many troops can easily serve in other armies as allies, so a particular unit could see action in more than one army. Such are the advantages of Dark Ages gaming!

Finally, we would like to thank everyone who has waited patiently for this supplement. We would be the first to admit that it has been a long time coming, and we would hope that the enthusiasm and helpful feedback we have received from both gamers and historians during development is evident in the final volume.

James Morris and Steve Jones
Nottingham, October 2006

AUTHORS' NOTE ON CHRONOLOGIES

Although we have included a short chronology in each army list, many of the dates given are approximate. The dates have been drawn from a variety of sources including the Anglo-Saxon Chronicle, the Gallic Chronicle, Welsh Annals and Irish King Lists, all of which contain errors and discrepancies. If you research the period further, you will certainly find alternative dates for many of the events mentioned here.

HISTORICAL BACKGROUND

Following the Roman conquest of Britain in the 1st Century AD, the lowland areas were rapidly absorbed into the empire. Towns flourished and a powerful and wealthy agricultural economy emerged based around villas. Archaeological excavations show us that the villas were situated in the southern part of Britain. This is easiest imagined as a dividing line running from the Severn estuary in the south-west across to the Humber estuary in the east. The construction of Hadrian's Wall in the 2nd Century gave physical form to a border that had been loosely established for many years and marked the effective limit of British Romanisation. The limit of Roman influence was marked by the later construction of the more northerly Antonine Wall. This divided Britain into three zones. In the far north lay the lands of the barbarian Picts. Between the Antonine Wall and Hadrian's Wall lay a region of tribal peoples under Roman influence, if not control. South of Hadrian's Wall lay Roman Britain, which by the 4th Century comprised four provinces, grouped together as the diocese of the *Britanniae* – 'The Britains'. Each province was administered by a Governor who reported to the senior civilian administrator of the diocese, the *vicarius*, based in London. The vicarius, in turn, was responsible to the Praetorian Prefect of Gaul and ultimately to the Emperor. The provinces were further subdivided into *civitates*, perhaps 28 in number, each *civitas* being roughly equivalent to the territory of one of the tribes of pre-Roman Britain (such as that of the Atrebates or the Iceni).

We cannot be specific about the exact geography of the four provinces of *Britanniae*, but we do know their names and provincial capitals. *Britannia Prima* lay in the west with its capital at Cirencester; *Britannia Secunda* lay in the north, was controlled from York and extended at least as far as Hadrian's Wall; *Maxima Caesariensis* was ruled from London and encompassed southern Britain and *Flavia Caesariensis* lay in the east with its capital at Lincoln. A rearrangement appears to have occurred in the 4th Century giving rise to a fifth province, *Valentia*, but there is no further information and we will return to this later.

As was common in the later Roman Empire, Britain was subject to raids by people outside of Roman control – the barbarians. The writer Ammanius Marcellinus tells us that Britain suffered from the attentions of a variety of barbarian tribes including the Scots-Irish and the Saxons. It is likely that the Picts can be added to this list. The second half of the 4th Century seems marked by increasingly frequent barbarian attacks, the most serious attack coming in 367 AD when *Britannia* was invaded by a 'conspiracy' of Picts, Scots-Irish, Attecotti, Saxons and others. Whether this was a true barbarian alliance or a catastrophic coincidence is a matter of debate; what is not is that *Britannia* was thrown into chaos until the following year, when Roman authority was re-established by an expeditionary force commanded by the general Theodosius who appointed new officials and strengthened defences. One of the new appointees was a general of Spanish descent, Magnus Maximus, who took command of the British army. In 382 AD he appears to have conducted a series of punitive expeditions against the Picts living in the north and the Scots-Irish, who had begun colonising the south-western portion of Pictland. Shortly after these campaigns, Maximus rebelled against the Emperor, gathered an army and crossed to the continent where he carved out a personal empire and campaigned with some success until his capture and execution in 388 AD.

Magnus Maximus is remembered in the genealogies of a number of later British kingdoms where he appears as 'Macsen Wledig'. No other Roman officer seems significant in these records, so why is Maximus so important? He was not the only usurper to be produced by *Britannia* in the late 4th Century; he was not the last, nor necessarily the most successful. A plausible explanation is that before embarking for his continental adventure Maximus not only campaigned in the barbarian north, but also established a number of warlords to defend *Britannia* while he, and much of the army, was absent. The territories granted to these warlords would have formed the nuclei of later kingdoms. Some of these warlord kingdoms would have been based on populations with a warrior culture that had never been completely Romanised. These could have included Kernow, Gwynedd, Rheged, Strathclyde and Gododdin, and may explain the legend of Cunedda of the Votadini being translocated from Edinburgh to become King of Gwynedd. Similarly, the Irish Desai tribe may have been settled deliberately in south-east Wales to form the ruling elite of Dyfed, or they may have settled there during the barbarian conspiracy of 367 AD and simply have been granted federate status by Theodosius or Maximus.

Late Roman Britain 400 AD

Pictland

Antonine Wall

Pictish
raids

Edinburgh

Pictish
raids

British
Warlords

Hadrian's Wall

Britannia
Secunda

Saxon
Shore

Saxon
raids

Ireland

Irish
raids

York

Lincoln

Flavia

Caesariensis

Roman

Britain

Britannia Prima

Cirencester

London

Maxima

Caesariensis

Saxon and Frankish
raids

Roman Britain

British Warlords

Saxon Foederati

Pictland

Irish Kingdoms

Defending the west and north seems to have been relatively straightforward, however the east would have presented problems. The east coast of *Britannia* had no remaining British tribal warrior aristocracy to assume command, nor could other parts of the diocese provide such manpower. To complete his defences Maximus had to employ foreigners as was common practice in the late Roman Empire. Foreign troops could be employed in two main ways short of granting full citizenship. The first was as *laeti* who exchanged military service for material reward. The second was as *foederati* where a people were granted land and peace in return for military service under the terms of a treaty. History indicates that the foreigners Maximus chose were Saxons, the same confederation of Germanic tribes who had been raiding the east coast since at least the 3rd Century. Maximus's continental army contained Saxons, who are reported as fighting in the Balkans even after his death and the earliest archaeological evidence for Saxon settlement in Britain does allow this as a possibility and points to Germanic settlement along the east coast, perhaps encompassing most of the former province of *Flavia Caesariensis*. As a consequence, it is suggested that the Roman commander overseeing the eastern coastal defences changed title from *Comes Maritimi Tractis* to *Comes Litoris Saxonici*, Count of the Saxon Shore. This is the title that appears in the *Notitia Dignitatum*, a 5th Century imperial inventory of important military posts and troops. The wealthiest part of the diocese of *Britannia* still remained under Roman control. Essentially this would have comprised *Maxima Caesariensis* and the parts of the other three provinces not turned over to the warlords. It is possible that the Romanised lowlands were redefined as *Valentia*, explaining the confusion of the mystery fifth province. Any remaining Roman military units would have been controlled from Valentia, presumably from a capital in London still answerable to the Imperial administration of Gaul.

In 406 AD, Barbarian tribes swept over the Rhine and overwhelmed the Roman frontier garrisons. The barbarians rolled forward across the empire, including the coast of Gaul, effectively cutting Britain off from Rome. It can be no coincidence that in this and the following year, Britain saw no fewer than three usurpers raised by the remaining army in Britain. The last, Constantine III, followed in Magnus Maximus's footsteps and brought an army over the Channel to fight in Gaul. Perhaps it was this depletion of Britain's manpower, or just despair at the inability of Rome to maintain its standards, but this seems to be the point at which the Britons' patience finally snapped. In 407 AD, the diocese's Roman administrators were expelled leaving Britain under its own rule. Rome no longer had the will or the resources to counter this move, leaving Britain effectively independent.

INDEPENDENT BRITAIN

We know nothing of events in the first decades of independent rule, and little more about later years. What we do know comes largely from the 5th Century or 6th Century writings of the monk Gildas, in particular his *De Excidio et Conquestu Britanniae*, a diatribe against the kings of his day, but with tantalising clues about the 5th Century. Care must be exercised when reading Gildas however. He is writing to make a point, and to do so he uses historical examples, and he does so at his whim. We cannot assume that the order in which he presents events is chronological. In short, Gildas is not writing history, so we cannot treat him as a historian. The picture he paints is of a Britain assailed by barbarian raids and whose 'proud tyrant' invites in Saxon mercenaries to help with fighting these raids. As we have already discussed our views on Magnus Maximus settling such warlords in eastern Britain then this

seems to fit our information, and who better to be a 'proud tyrant' than someone whose name translates to 'Greatest the Great' and who had aspirations to topple an Emperor? This differs from the traditional reading of Gildas in which the proud tyrant is Vortigern, a leader recorded in the *Historia Britonum* as having power in the consulship of Theodosius and Valentinian, dating him to 425 AD and who has been, perhaps unfairly, tarred with the reputation as the British leader who 'sold out' to the Saxons. An appeal to Aëtius, a roman commander in Gaul, is also mentioned. As Aëtius is described as 'thrice consul' in relation to the message this dates the appeal, "the groans of the Britons" to between 446 AD and 454 AD. Looking further at the archaeology, excavations along the Thames Valley are dominated by finds of jewellery of a specific type known as the 'Quoit-brooch' which descends from Roman military styles. This is prevalent in the first half of the 5th Century before abruptly disappearing from the record and being replaced by artefacts of north-west European design. This evidence could point to the remains of Romanised military forces being based in the Thames Valley. We also know that during the 5th Century a number of the hill-forts of Britain were re-fortified.

The Gallic Chronicle, written in 452 AD, mentions that in 441 AD, the Britons fell under the domination of the Saxons. This need not mean a Saxon conquest of the island, but could just as well refer to a collapse of the Romano-British powerbase British and later Anglo-Saxon sources record battles between British or Welsh leaders and Saxon ones. Precise dating is unreliable, but all seem to refer to the second half of the 5th Century. We must now take this jumble of evidence and mould it into a plausible description of Britain in the 5th and early 6th centuries.

The initial years of British independence were probably ones of some optimism. Free of the burden of taxation, landowners would have benefited from increased prosperity. However, the 'Roman' way of life in Britain was not self-sustaining. The prosperity enjoyed during the preceding centuries had depended on trade. Commodities such as tin, gold and grain had been exported in exchange for the manufactured goods that provided the comfort enjoyed by the citizens. Without roof tiles to repair their villas, olive oil to fuel their lamps or roman coinage to provide an agreed unit of exchange, the basis of Romanisation was lost. This did not mean that society broke down, but it would have led to changes in lowland Britain. The warlord kingdoms, by contrast, would have been relatively self-contained and thus resistant to the severing of contacts with Rome. Indeed, there is good evidence that the western kingdoms maintained trade links with the Mediterranean basin for many decades.

It is possible that the situation in the lowlands may have been eased by the continued existence of a provincial authority for Valentia rather than a complete fragmentation into smaller political units. As the diocese of Britannia had been administered from London it is likely that this city continued as the capital of the independent Romano-British. Such control was probably weak however, and the situation was probably more of a confederation of civitates rather than a homogeneous province. If the evidence of our limited sources is to be believed, there were disputes between the leaders of these civitates perhaps even going as far as armed conflict with some Britons believing that Roman rule would
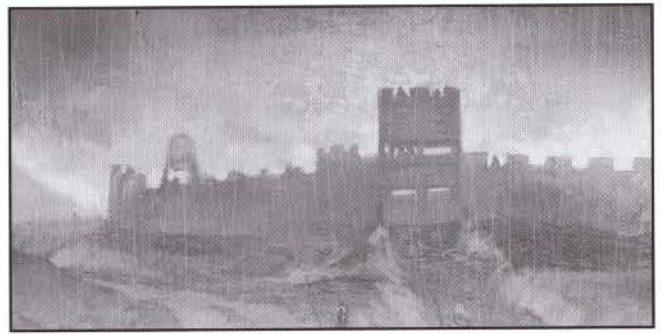
be re-established as it had after 367 AD and others sensing an opportunity for personal gain. Central control perhaps persisted beyond 425 AD and the reign of Vortigern, if our information about this shadowy figure is correct. We know that around 428 AD St Germanus visited Britain and found it still to be, at least superficially, 'Romanised'. At some point in the second quarter of the 5th Century, perhaps as early as 430 AD, there was some kind of revolt among the Saxons, possibly involving British rebels. Whether this was widespread, or limited to a single powerful warlord we cannot know, but the most likely options are that the revolt originated among the Saxon auxiliaries, based in the Thames Valley, who formed part of the sub-Roman army, or among mercenaries settled in Kent by Vortigern to aid him in a civil war. Either way, the revolt resulted in the final overthrow of any remaining centralised authority and a permanent fragmentation of the last Romanised area of Britain. Any Romano-British military forces surviving the revolt may have come under the control of the Saxons, or may have disintegrated. Some forces may have been rallied but with no central authority to control them, and more importantly pay them, there would have been no way to ensure their continued existence. Some Britons may have decided to abandon the island, leaving for Armorica (Brittany).

The remaining leaders of the British civitates would have had limited options. Firstly, they could either attempt to hold out alone and fight for their own survival against the Saxon warlords, tricky with no army and little means of raising one at short notice. Secondly, they could attempt to band together in the hope of strength in numbers, but this could only have been a short term measure and still faced the problem of their lack of a fighting force comparable to that which a Saxon ruler could field. Lastly, they could submit to Saxon rule to preserve their own local power or, they could appeal for support to the warlord kingdoms in the west. With hindsight we can see that these areas were eventually absorbed by the larger kingdoms in both the east and west during the second half of the 5th Century resulting in the former diocese of Britannia being split between two main areas of cultural influence: 'Saxon' dominated in the east and south, 'Welsh' in the west.

What should be clear is that Roman Britain was not overthrown by a huge invasion of Saxon immigrants, nor was there a diocese-wide fragmentation into tiny kingdoms that gradually coalesced into larger ones. Rather there was a slow build-up of Saxon power in the east then a revolt against an already collapsing Romanised authority, followed by an opportunistic free-for-all struggle to take control of the civitates. History is seldom as well planned as we might wish it to be!

ARTHUR & THE ANGLO-SAXON WARS

We cannot forever ignore the sticky question of Arthur and it seems appropriate to discuss his role at this stage of British events. There is no concrete proof that Arthur ever existed, and the few sources that do mention him were written, or copied, at dates far later then the 5th and 6th centuries. Many accounts of Arthur are semi-mythical in nature and plainly cannot be descriptions of actual events, yet there remains the thought that there is a small fire of truth in all of this smoke. When we talk of Arthur in this book, what we really mean is an 'Arthur-like figure'. He may or may not have been called Arthur, he may have been two or more men whose stories became intertwined, but we will proceed on the premise that there was an Arthur and try to understand how he might have fitted into the story of Britain.

The years immediately following the Saxon revolt would have been chaotic. Lowland Britain lost a centralised administration that had been in place since the 1st Century AD. Some civitates would have been rapidly taken over by a Saxon elite. Others would have adopted Saxon customs and culture to preserve the position of their existing rulers who, under threat from Saxon neighbours, would have evolved from the roles of Roman administrators to that of vassal kings. Intermarriage and alliances would have begun to blur the distinction between 'Saxon' and 'Briton' in these areas. Meanwhile, in the west, the rulers of the 'Welsh' kingdoms established by Magnus Maximus would have no longer ruled under the authority of London, but would have become truly independent kingdoms, able to expand without fear of retribution. Not all of the civitates would have been absorbed or dominated overnight however. Gildas describes how the Britons collapsed under the onslaught of the barbarians and were rallied under the leadership of Ambrosius Aurelanus, last of the Romans surviving in Britain, who staged a semi-successful counter attack. Honours were even between the Britons and their enemies until the Battle of Mons Badonicus which seems to mark a high watermark for the Britons

Some rulers, especially those who were losing out in Britain, may have sought better fortunes abroad. Gallic sources mention a British leader, Riothamus, bringing an army to Gaul to help in fighting the Visigoths. This campaign can be dated to the early 470s AD, and we know that Riothamus lost. We have no real information about who Riothamus was, nor where he came from. It is possible that he originated in Armorica (modern Brittany), which archaeology suggests had been settled by British immigrants since independence; however the clear description of Riothamus crossing the sea to get to Gaul makes it more likely that he did indeed come from Britain. The 6th Century Byzantine historian, Procopius, tells of Angles returning to the continent, so it may not only have been Britons who found the going tough and were prompted to try their luck elsewhere.

Neither the Saxon or the Welsh kings could expand their kingdoms without also establishing a means of controlling their new acquisitions. This is where the situation in Britain differs from that in parts of Gaul, where the united Franks were able to seize control of a partially functioning Roman diocese that still retained elements of its infrastructure. Britain was fragmented and diverse, as were its would-be conquerors.

Neither the sources or the archaeology can tell us clearly how 5th Century Britain was divided. A degree of theorising is needed based on the likely borders of the civitates and the borders of the kingdoms we know existed in the 7th Century. We can see how the kingdoms established in the Roman period are likely to have grown, however, the break-up of the sub-Roman area is not at all clear. The following is our suggestion based on a likely chain of events, incorporating themes suggested by the written sources and archaeology.

Following the Saxon revolt, the western portion of *Britannia*, broadly covering the 'old' Roman province of *Britannia Prima* remained under British control, possibly with a continued administrative government rather than adopting kingship. This area may have been controlled from the old provincial capital of Cirencester, or possibly from Wroxeter, which developed as an elite settlement throughout this period. If there was an Arthur then it seems likely that he was a warlord of the remaining Romano-Britons, commanding what remained of the army as long as he could keep it fed and motivated. An association with a still-Romanised government might also explain why Arthur is described as fighting 'with the Kings of Britain' rather than as one of them, and why he is described as *Dux Bellorum*, Duke of Battles, very much a Roman-style title.

The eastern lowland area of Britain rapidly fell under the control of Saxon kings, although this may not have been immediate nor without armed struggle. The area previously under Romano-British control, would have been too large for a single Saxon warlord to control, in the absence of a Romanised central authority. The resulting fragmentation would have created the opportunity for warlords, possibly British as well as Saxon, to form smaller kingdoms of their own. As the 5th Century progressed, Jutish and Saxon warlords and possibly Britons who had adopted Saxon culture, pushed westwards to establish what became Wessex, the land of the west Saxons. As they expanded their region of control pushing north and west, they would eventually have come into conflict with Arthur, a campaign culminating with the Battle of Mons Badonicus (Badon) sometime between 490 AD and 520 AD. Eventually Arthur died; perhaps at the unidentified battlefield of Camlan at the hands of a turncoat faction of his own warriors, certainly this is not beyond the realms of possibility if the region lacked the resources to reward its fighting men. The passing of Arthur marks the final decline of the last part of Roman Britain. The remnants of Roman government may have lasted another generation, but eventually it dissolved, what remained of *Britannia Prima* was absorbed into the Welsh kingdom of Powys and the emerging Saxon kingdoms of Mercia and Wessex. 'Roman' Britain was no more.

What we may also be able to trace back to these years is a split in the identity of what we have termed 'the Saxons'. The original Saxons of the east coast formed the 'Anglian' kingdoms of Deira, Bernicia, Lindsey, Mercia and East Anglia. The newer kingdoms: Wessex, Sussex and Essex are identified as 'Saxons'. It would be strange if such a division dated back so clearly to the original settlement of the east coast, and it is more likely that it has more to do with 5th Century politics and the development of these kingdoms. The Anglian kingdoms were founded peacefully and had several generations to spread their culture through the local

ARMIES OF THE ARTHURIAN AGE

The army lists in this supplement are intended to be used for actions ranging from minor skirmishes to pitched battles and as such they do not specify a figure:man ratio. Clashes of thirty or so men a side could be significant, and the largest battles are likely to have been between armies of no more than a few hundred. A ratio of one figure to one man will therefore be appropriate in most cases. During playtesting we have found games of 1,500 points per side give a challenging game with armies of around 100 figures.

We have included rules for priests and poor-quality skirmishers. Players should be aware that the historical evidence does not support the involvement of clergy in battle and that warfare of any scale seems to have been the province of the warrior class of society. The average peasant farmer would only have taken up arms in defence of his own home and family and it is unlikely that they would have formed part of a warlord's forces. Nevertheless, the presence of such individuals on the battlefield cannot be ruled out and campaigns may give rise to occasions when their presence would be justifiable.

population before the revolt of the mid-5th Century. They are likely to have developed in a clearly northern European way. The later 'Saxon' kingdoms would have largely formed through aggression, with their leaders forced to impose their control on an unwilling population. This would have led to a compromise culture that could best be described as Saxo-British, incorporating elements from each culture. One oddity is Essex, which one might expect to have been Anglian. One explanation might be that the kings of Essex deliberately aligned themselves with the Saxon kings of the south coast, perhaps to avoid domination by the East Angles to their north. The Jutish Kingdom of Kent can probably be grouped in with the 'Saxons' particularly as there is evidence of Jutish settlement in Sussex too. Kent and the south coast also have evidence of Frankish influence. This should be unsurprising given the likelihood of cross-Channel trade with Frankish-ruled Gaul.

This suggested history does not set out to include every possible event or character mentioned in the historical sources, nor does it attempt to attach exact dates to events. Such an attempt would simply become bogged down because of the inconsistency and uncertainty of the sources. For example, Ambrosius is mentioned in a number of sources and may have been a rival to Vortigern in the days before the Saxon revolt. He may have been a ruler of the Romano-British after the 'Saxon Revolt' before Arthur, or he may have filled another role. We simply cannot guess about the precise roles of named individuals, but can merely study the likely flow of events and how they might have been influenced by individual figures, whoever they were.

THE AGE OF TYRANTS

While we have been a little disparaging of Gildas as a historical source for events occurring in his past, we can glean some useful knowledge from his writings about the time in which he lived. Gildas wrote some time between the late 5th and mid 6th centuries, possibly from a location in the south-west of Britain, although the exact date and place are still a matter of keen debate. So what does Gildas tell us? Firstly, and most importantly, he lived in an area of British control. This control was expressed as kingship and the kings maintained their position through strength of arms, although there was some inheritance of power. Gildas indicates that the time in which he writes is relatively peaceful. There seems no imminent threat of the Britons's way of life coming to an end. Gildas berates the kings of his time for being bad Christians but it is never in doubt that they are Christian. Gildas tells us little of the Saxons, other than that they are a menace and a divinely imposed threat for the future if 'his' kings don't pull their socks up!

The defining feature of this period is the relative equality of the kingdoms of Britain. Regardless of culture or ethnicity, they appear quite similar. Warriors were full-time, exchanging their fighting skills for rewards of land or wealth from their king. Each king was therefore locked into a vicious circle of endemic warfare to enable them to provide plunder or territory for their warriors. Failure to meet this need would result in a king's army, the source of his authority, dissolving. This resulted in a slow pace of change after the dramatic events following the Saxon revolt. Eventually, however, kingdoms grew sufficiently large and stable enough to be able to break the circle and establish economies based on the taxation of production, predominantly agriculture. This allowed armies to be maintained peacefully, further stabilising the kingdoms and leading to dynastic kingship where power could be inherited rather than grabbed by the strongest warlord.

This stability seems not to have been good news for the Welsh kings. Until about 600 AD, the Welsh kingdoms seem to have maintained a trade with the Mediterranean that worked to their benefit. They were able to obtain luxury goods to support an aristocracy based on patronage and the giving of gifts. The Anglian and Saxon kingdoms did not benefit from such trade until the end of the 6th Century. At this point we can see the emergence of eastern trade ports such as Ipswich and the appearance of continental goods such as those found in the Sutton Hoo burial. The 'Age of Tyrants' was probably brought to an end not through warfare but through economics. The Welsh kings lost their access to foreign trade, whether through plague or some other reason, just as the Angle and Saxon kings began to feel its benefits. From this point on there is a decline in Welsh fortunes and an emergence of Anglo-Saxon dominance of southern Britain. This prompted a resurgence in warfare between the Welsh and the Anglo-Saxons in the decades either side of 600 AD. We can bring the tale of this period to an end with the campaign and Battle of Catraeth (Catterick) which is recorded in a poem *The Gododdin* which may have been composed shortly after the events it describes. This records the mustering of a force under the command of the kings of Gododdin, a northern British kingdom ruled from Dinas Eidyn (Edinburgh). The force marched south to battle with the Anglian kingdom of Bernicia. The two armies clashed at Catraeth and the warriors of Gododdin were massacred. Thus fell the last British kingdom in the East.

THE FIGHT FOR DOMINANCE AND THE BIRTH OF THE HEPTARCHY

Following the failure of Gododdin's forces at Catraeth, Aethelfrith of Bernicia united his kingdom with Deiria to form Northumbria. Much of the history of the following century concerns the campaigns of Northumbria and its neighbour Mercia to the south. The main source for this history is Bede, a monk born in Jarrow in Northumbria who published his *Ecclesiastical History of the English People* in 731 AD. Whether Bede's focus on the northernmost Saxon kingdoms is because of their greater significance, their proximity, or because of sponsorship of a contemporary Northumbrian king we cannot know, but we must proceed with the caution due to all texts of the period and assume bias on the part of the author. One positive aspect of Bede's history is that, unlike Gildas, he is attempting to write a history, a sequential narrative of events as he understood them to have occurred. Also, for this period, Bede was no longer reliant on Gildas as a source. The early parts of Bede's history depend heavily on sources which we have already seen are riddled with unreliability.

So, as far as we can tell, what did happen after the emergence of Northumbria, which Bede tells us happened in 605 AD? By 616 AD, Aethelfrith had led his warriors in a campaign against the Welsh of Powys and faced them in battle at Chester, resulting in a victory for the Northumbrians. Aethelfrith's good fortune was not long-lived and in 617 AD he was killed by Raedwald, king of the East Angles, and was succeeded by Edwin, the exiled son of King Aelle of Deiria. This may have been part of a systematic Anglian campaign by Raedwald to assume dominance over his neighbours. Raedwald died in the 620s AD, marking a high-water point for the East Angles who never again dominate the story of Anglo-Saxon development.

The first years of Edwin's reign appear unremarkable until, having been king for the better part of a decade, he now launched an attack on Cadwallon, the Welsh king of Gwynedd. Cadwallon was forced into exile in Ireland, perhaps for as long as seven years, although this might be a poetic device, while Edwin's Northumbrians overran Gwynedd. Eventually Cadwallon returned to his throne, possibly supported by Irish allies, sometime around 633 AD, and in an alliance with the Saxon King Penda of Mercia he defeated the Northumbrians at Hatfield Chase, a battle in which Edwin was slain. The victors ravaged Northumbria for a year, and Cadwallon may have gained a position of pre-eminence amongst the other Welsh kings. Unfortunately for the Welsh, in 634 AD Cadwallon was killed in battle by Oswald, son of Athelfrith. Oswald became the new king of Northumbria and remained so until 642 AD when he, in turn, was killed in battle against Penda's Mericans and was succeeded by Oswiu.

Finally, after some ten years of campaigning, Penda achieved dominance as a 'first among equals' among Anglo-Saxon kings, and is reputed to have ordered the exile of Ceanwalh from Wessex, indicating a degree of authority over this neighbouring kingdom. Penda's reign continued for over a decade until he fell in battle against his old enemies the Northumbrians and their king, Oswiu. This seems to have

marked a pause in the enmity between Mercia and Northumbria. Penda was succeeded by his son, Paeda, who joined with Oswy to found the monastery of Peterborough. This subservient role to the Northumbrians may not have received the full support of the other Merican nobles however, as a few years later, around 660 AD, Paeda was the victim of a revolt that placed Wulfhere, another son of Penda, on the throne of Mercia. Wulfhere does not appear to have resumed the conflict with Northumbria. His campaigns are recorded as being against Ashdown (Hampshire) and the Isle of Wight, indicating an expansion of Mercian power to the south rather than the north, and that this territory was given to Aethelwald, king of the South Saxons. Support for an ongoing dominance of Mercia in the politics of southern Britain is perhaps provided by the compilation of the 'tribal hidage'. This is a document detailing the taxable areas of Mercia, Wessex, Sussex, Elmet, the Isle of Wight and parts of Powys around Wroxeter, and is taken to show that Mercia collected tribute from its southern and western neighbours.

This brings us to a situation known as the 'Heptarchy' in which lowland Britain was dominated by the seven kingdoms of Northumbria, Mercia, East Anglia, Essex, Wessex, Sussex and Kent. This is increasingly being viewed as overly simplistic, as additional small kingdoms also existed and their exact nature and relationship to the traditional Heptarchy is poorly understood. If the terminology is debatable, one thing is not. Large-scale warfare in Britain reduced and kings settled down to a period of relative peace. The growth of kingdoms became an erosive rather than an invasive process, as much due to economics as warfare, although there were still major and decisive battles.

All of this changed in 793 AD when Lindisfarne was sacked by a new invader and Britain was again thrown into chaos, this time by the Vikings! The Arthurian Age was over – and the Viking Age had begun.

THE ANGLO-SAXON KINGDOMS OF THE HEPTARCHY

KENT

It is interesting to note that Kent – 'the land of the Cantiaci' – had retained its tribal name from the Roman period, perhaps indicating a takeover of an existing British political unit rather than the formation of a new one. Kent was settled by a combination of tribes, including Frisians, Franks, Saxons and Jutes from the Jutland Peninsula (in modern Denmark). Vortigern's mercenary Saxons were sometimes referred to as Jutes, and were traditionally settled in the Isle of Thanet. Hengist's son Aesc is named as a 5th Century king of Kent. Although this cannot be proven (and there is evidence to contradict it), it is completely plausible that the Saxon kingdom of Kent began as a colony of soldiers defending its coasts under Romano-British command. Kent became a significant site for Christianity in southern Britain, first with the marriage of King Ethelbert to the Christian Frankish princess Bertha in the late 6th Century, and then with the establishment of Canterbury in 597 AD as St Augustine's base for his mission to convert the English. The kingdom retained very strong links with the Franks, especially in the 6th and 7th centuries.

SUSSEX – THE SOUTH SAXONS

Like Kent, the kingdom of the South Saxons seems to have been established at an early date – traditionally 477 AD. Aelle is named as its founder and Bretwalda over the other Saxon kingdoms until his death around 514 AD. The South Saxons appear to have come to blows with the Britons fairly rapidly – a victory over the Britons is recorded in 485 AD, then another in 491 AD, when the Roman fort at Anderida was stormed and its garrison put to the sword. However, the kingdom then lapses into silence for the next century and a half. It has been convincingly suggested that the South Saxons were the main adversaries of the Britons at the Battle of Mount Badon (around 500 AD), and that the resulting defeat and slaughter put paid to their ambitions for several generations. No more kings of Sussex are listed until the late 7th Century, when they clashed frequently with the kings of Wessex. By 750 AD, like so many others, the South Saxons had become subjects of the kings of Mercia.

WESSEX – THE WEST SAXONS

The founding of Wessex is credited to its first king, Cerdic (who, interestingly, bears a British name), and his son, Cynric, around the end of the 5th Century. It started as a small settlement, and eventually grew to become one of the great Saxon kingdoms of the south. A victory over a British king named Natan-Leod a few years later seems to have helped in its consolidation and expansion, as did another victorious battle fought in 552 AD at Old Sarum (Salisbury). By 568 AD Wessex was fighting its neighbour, Kent, and then reached the River Severn in 577 AD, following a mighty victory against three British kings at Dyrham, near Bath. Whilst gradual cultural assimilation and settlement can be argued for many of the Saxon kingdoms, Wessex's aggression and conquests in this period speak for themselves. Dyrham seems to have been a key victory, for once Wessex had taken over the territory, the British kingdoms of Dumnonia and Gwent were now permanently separated. Wessex continued to gradually assimilate British territory, both in the west and north, and also clashed with the East and South Saxons.

ESSEX – THE EAST SAXONS

Little is known of the early history of Essex, which was founded around the end of the 5th Century and included two Roman provincial capitals, London and Colchester. Its Saxon kings claimed descent from the god Seaxneat, rather than Woden (as did most other Saxons). Two joint kings, Saeward and Sexred, are listed as being slain in battle against the West Saxons in 617 AD. The kingdom had a shaky start to Christianity, reverting to paganism at the whim of its ruler on at least one occasion in the early 7th Century. King Sigebert of Wessex finally began to establish Christianity with the aid of Northumbrian priests in the second half of the 7th Century. Essex soon became subservient to other greater kingdoms, and recognised Mercian overlordship, first to Wulfhere and then Offa of Mercia.

EAST ANGLIA – THE EAST ANGLES

The territory of East Anglia has an early origin, probably dating back to the 5th Century, strongly suggesting that the Germanic settlers had been there in the service of the Romano-Britons well before their rise to power. Wuffa, son of Wehha, is listed as the first king of the East Angles in 520 AD. Wuffa's grandson, Raedwald, became king in 593 AD and was recognised as Bretwalda around 20 years later. His reign also coincided with the ascendancy of the East Angles, who seem to have pushed back their neighbours, the Middle Angles, and conquered their territory. Raedwald died in the 620s AD, marking a high water mark for the East Angles. By the mid-7th Century, however, East Anglia was under pressure from the rising power of Mercia, suffering defeat at the hands of Penda in 654 AD. By the end of the 8th Century, East Anglia had lost another king in battle and been conquered by Offa of Mercia.

The Age of the Heptarchy
6th – 7th Century AD

Antonine Wall

Edinburgh

Bamburgh

Strathclyde

Degsastan 603 AD ✕

Hadrian's Wall

✕ Hexham 634 AD

Rheged

Catraeth c.600 AD ✕

Northumbria

York

Winwaed 655 AD ✕

Hatfield Chase 633 AD ✕

Lincoln

Ireland

Gwynedd ✕ Chester 616 AD

East Anglia

Powys

Mercia

Dyfed

Essex

Gwent

Cirencester
✕ Dyrham 577 AD

Bath

London

Kent

Wessex

Sussex

Dumnonia

☐ Welsh Kingdoms

☐ Northern Saxon Kingdoms

☐ Southern Saxon Kingdoms

MERCIA

The name 'Mercia' means 'the border folk' in Old English, suggesting that the kingdom's origins are to be found in the boundary between the Britons and Anglo-Saxons. Mercia covered what is now the Midlands of England. The kingdom's earliest known king was Creoda, who ruled at the end of the 6th Century; however he was far overshadowed by the great Penda, a pagan, who came to power in around 626 AD, and quickly established himself as a vigorous and aggressive ruler. Within ten years he had achieved the dominance of a Bretwalda. He defeated the East Angles, suppressed the West Saxons and killed two kings of Northumbria in battle before being crushed and slaughtered by Oswy of Northumbria at Winwaed in 655 AD, where Penda had been betrayed by his Welsh allies the night before the battle. This seems to have marked a temporary halt to the two decades of enmity between Merica and Northumbria. By the end of the 7th Century, Christianity was on the rise in Mercia; Penda had been succeeded by his son, Peada, who joined with Oswy to found a monastery at Peterborough. Like many Anglo-Saxon kingdoms in this period, Mercia suffered intermittent civil wars and succession plots – Peada was the victim of a revolt that placed Wulfhere, his brother, on the throne. That said, Mercia's greatest king ruled for nearly 40 years: Offa (ruled 757 AD - 796 AD) took over from the Bretwalda Aethelbald. He developed the kingdom, established market towns and constructed the famous 'Offa's Dyke' to mark the boundary between Mercia and the Welsh kingdoms. Offa was also acknowledged as overlord of Essex and East Anglia, marking the high point of Mercian power until his death in 796 AD.

NORTHUMBRIA

Northumbria had its origins in two kingdoms founded in the north-east of Britain, both with British names: Bernicia and Deira. Both would appear to have been British territories that gradually became Anglian kingdoms. They were first united as Northumbria – 'the lands north of the Humber' – under King Aethelfrith of Bernicia in 604 AD, who led his forces against the Welsh of Powys at the Battle of Chester around 616 AD, a great victory for the Northumbrians. However, Aethelfrith's good fortune did not continue for long and in 617 AD he was killed by Raedwald, king of the East Angles, to be succeeded by Edwin, son of the exiled king of Deira. Edwin became Bretwalda and mounted invasions of both Gwynedd and the Isle of Man, until he was defeated and slain by Cadwallon of Gwynedd and Penda of Mercia in 633 AD. Northumbria was subjected to a terrible year of ravaging at the hands of the Welsh and Saxon alliance: Cadwallon is reputed to have 'spread terror throughout Northumbria, as if he planned to remove the Saxon race from the land of Britain.' Order and Anglian rule were restored in 638 AD, with the defeat of Cadwallon and the crowning of Oswald as king.

OTHER ANGLO-SAXON KINGDOMS

History is never as clear cut as we would like to make it, and the acceptance of the seven main kingdoms of the Heptarchy belies the fact that there were still other Anglo-Saxon and British kingdoms in existence. Of the Anglo-Saxon kingdoms, we have already mentioned the territory of the Middle Angles (absorbed into East Anglia in the 7th Century) and the kingdoms of Bernicia and Deira (amalgamated into Northumbria). We also know of the possible territories of Hwicce, Lindsey and Maegonsaete, although it is hard to tell whether these were independent kingdoms in their own right, or territories subject to the rule of their more powerful neighbours.

THE BRITISH AND WELSH KINGDOMS

GODODDIN

The kingdom of Gododdin took its name from the Votadini – the British tribe who occupied the area around the great hill fort of Traprain Law near Edinburgh in modern Scotland. The Votadini dynasty had long had a reputation as warriors, for Cunedda of the Votadini and his sons had probably been relocated to Gwynedd in the 4th Century to remove and replace the Scots-Irish who had settled there. Whether this weakened the homeland of Gododdin is unknown. Around the end of the 6th Century – 600 AD is the traditional date, although several decades earlier now seems more likely – King Mynyddawn Mwynfawr of the Gododdin sent a force of his finest warriors from 'Dinas Eidyn' (almost certainly Castle Rock, Edinburgh) to fight the Saxons of Deira. They met in battle at Catraeth (Catterick), and, according to the heroic poem *The Gododdin*, the outnumbered Votadini were slaughtered in a heroic defeat. Soon after, the territory of Gododdin seems to have been taken by the Northumbria.

STRATHCLYDE (ALT CLUT)

This British kingdom had its base at the spectacular promontory of Alt Clut (now Clyde Rock, Dumbarton). It first appears in the 5th Century, when its king, Coroticus, was chastised by St Patrick for mounting slaving raids against Ireland. Strathclyde's most famous king was Rhydderch Hael, who ruled during the 6th Century. Rhydderch had a reputation as a fine warrior and fought in both raids against Gwynedd and in defence of his territory against the encroaching Saxons of Bernicia. Strathclyde survived as an independent British kingdom well beyond the end of our period and into the 9th Century, when it eventually fell under Scottish rule.

RHEGED

Rheged emerged as a strong British kingship from the *Civitas* of the Carvetii, the Roman administrative district at the western end of Hadrian's Wall. Carlisle (*Luguvallium*) was an army strongpoint during Roman rule, and it seems more than likely that the local kingship evolved from a military command. Records of Rheged are, like all the British kingdoms, sketchy, but a history of conflict with its neighbours can be traced. Urien, Rheged's most famous king, was later absorbed into Arthurian legend. He appears to have been active during the 6th Century, having a long and distinguished military record, capturing King Selyf of Powys in combat, raiding Gwynedd, and leading his men against the Angles of Bernicia and Deira. One of his victories, the Battle of the Huts of Breguoin, may have been mistakenly credited to Arthur in Nennius's list of Arthur's Twelve Battles. Rheged continued as an independent kingdom into the 7th Century, although Northumbria's aggressive campaigns eventually encroached onto more of its territory. However, that British rule left a strong impression on Rheged is in no doubt, for the area is still referred to as Cumbria – 'land of the Cymry' (Welsh).

GWYNEDD

The area that became Gwynedd had never been fully Romanised, and was probably in the hands of warlords by the 4th Century. Folklore records how Cunedda of the Votadini (from Gododdin) and his sons came to Gwynedd to drive out the Scots-Irish who had settled there; as previously mentioned, it has been convincingly suggested that this deployment came at the invitation of a Roman general or Romano-British ruler, possibly even Magnus Maximus himself. Whatever the truth, later kings in Gwynedd traced their origins back to Cunedda and his sons. Gwynedd grew to become one of the strongest and most resilient Welsh kingdoms. In the 6th Century, Gildas complained bitterly about the aggression and behaviour of 'the dragon of the island', almost certainly a reference to the powerful King Maelgwyn of Gwynedd. In the 7th Century, the kingdom produced its most famous king, Cadwallon ap Cadfan, who fell foul of Edwin of Northumbria and was forced into exile. Cadwallon returned in 632 AD, allied himself with Penda of Mercia, and went on the offensive; he met Edwin's army in battle at Hatfield Chase. Edwin was slain and his army defeated. Cadwallon then took the campaign to the enemy, ravaging Northumbria for a year and killing both of Edwin's successors in battle. However, the Welsh success was to be short-lived, Oswald of Northumbria defeated Cadwallon at Hexham in 638 AD and the king of Gwynedd was slain. Despite losing some of its eastern territory to Mercian and Northumbrian expansion, Gwynedd continued as the greatest of the Welsh kingdoms well beyond our period and into the later Middle Ages.

POWYS

The first appearance in history of a king of Powys is at the Battle of Chester in 616 AD, when we find King Selyf ap Cynan (known as 'the Battle Serpent') being defeated and killed by the Northumbrians of Aethelfrith. The famous Eliseg's Pillar – a memorial stone that still stands in Wales – details the genealogy and military achievements of the 8th Century king Eliseg. He is credited with many victories against the Saxons and descent from both Vortigern and Magnus Maximus. Powys had a long history of rivalry with its northern neighbour, Gwynedd, and a well-disputed border with Mercia to its east. It suffered from raids by Offa of Mercia, who ultimately had his famous dyke built, probably to mark the border between Wales and Mercia. Powys lost a large portion of its eastern territory to Mercia during the 7th Century and was further weakened by struggles with its Welsh neighbours, but, like Gwynedd, it survived as one of the major kingdoms of medieval Wales.

DYFED AND GWENT

Although Dyfed and Gwent were to become important kingdoms in south Wales, their early origins are shrouded in mystery. There are two surviving traditions for the kingship of Dyfed – one Irish, one British. Surviving evidence such as Ogam stones and circular Irish-style forts suggests a very strong Scots-Irish presence in the area, and it seems clear that Scotti settled in Dyfed, although whether as rulers or subjects is hard to say. Dyfed's 6th Century king, Vortepor 'the Protector', is attested to both by his memorial stone and his selection for chastisement by Gildas in his famous diatribe, *On the Ruin of Britain*. Brycheiniog, a minor kingdom to the east of Dyfed, has an Irish name (the Kingdom of Brychan) and seems to share its strong Irish heritage, suggesting a similar origin.

Gwent is even more mysterious, although we do know that it takes its name from *Venta Silurum* (Caerwent), the capital of the local British tribe, the Silures. It is closely linked with the area known as Glywysing to the east, which could have been a second Silurian kingdom. One of Gildas's kings, Aurelius Caninus, appears to have ruled in this area and therefore may well have been ruler of Gwent or Glywysing.

DUMNONIA

After the Battle of Dyrham in 577 AD and the territorial expansions of the West Saxons, the great kingdom of Dumnonia was cut off from its Welsh neighbours in Gwent. Dumnonia was clearly a wealthy kingdom, attracting Mediterranean traders. Dumnonia's heyday was probably in the 5th Century – Tintagel, on the north coast of modern Cornwall, was certainly a high-status site. In the 7th and 8th centuries, Dumnonia came under pressure from both of the expanding kingdoms of Wessex and Sussex. The famous battle of 711 AD at Langport, Somerset, saw the death of Geraint, one of the last kings of Dumnonia, and Exeter fell soon after. Cornwall, or Kernow, may have been a separate kingdom.

SPECIAL RULES

The Arthurian Age offers many opportunities for the wargamer to characterise their army. Along with the Character Advantages detailed in the next section, the following rules apply to characters and troops in this supplement and are intended to give your games more of an Arthurian look and feel.

Allies: All of the armies featured in this supplement can use a limited number of allied troops and characters from different army lists (exact details are given in the Army Composition section of each army list). These allied units are subject to the following special rules:

• Allied units may be led by certain characters chosen from their own army list. The allied character can only lead the allied unit.

• Allied units may only benefit from characters chosen as part of the allied contingent. They cannot, for example, use the benefits of the Army General or Army Standard.

Although in the main loyal and obedient, sometimes allied warriors would believe that they knew better than their ally. An extreme example of this occurred at the Battle of Winwaed in 655 AD, when Penda of Mercia's Welsh allies withdrew the night before the battle, leaving their Saxon 'friend' to be destroyed along with his army! To reflect this potential unreliability, roll a dice the first time a player wishes to move, charge or shoot with a unit of Allies. If a 2 or more is rolled, then the unit has proven itself reliable and may act as the player wishes – it does not need to test again during this game. However, if the unit of Allies rolls a 1, it must remain stationary and may not move or shoot (although it can fight back if attacked in close combat, including shooting against a charging unit). The allied unit must test again the following turn, until it rolls a 2-6 and may then be moved normally for the rest of the game. Once a unit of Allies has rolled a 2-6, it does not need to test again during that battle.

Bard: In a society with few written records, bards would have been of utmost importance in relaying news, recording important events and promoting the great deeds and noble lineage of their chieftain or king. To have a bard accompany a warlord onto the battlefield would surely have bolstered the morale and resolve of the warriors who fought alongside him. Bards are subject to the following special rules:

• A unit that includes a Bard may re-roll ONE failed Panic test per battle. The unit must abide by the result of the re-roll.

• The Bard may accompany the Army General to sing his praises and list great deeds. The General's command range is increased by D6" for the duration of the battle (roll at the start of each game), as long as the Bard remains within 2" of the General.

Example: Taliesin, a bard, accompanies his king, Urien, to the battlefield. At the start of the game, Urien rolls a 5 on a D6. This is added to Urien's usual command range of 12", so that Urien has an effective command range of 17" for the duration of the battle – but only as long as Taliesin remains within 2" of his lord!

Christian Priest: Christianity had been the official religion of the Roman Empire for generations, and was becoming increasingly common across Britain in the 5th Century, especially in lowland areas (it is possible that even some of the southern Picts were converted at this point). Christian priests of the era seem to have been unafraid to confront battle – some, like Saint Columba, already had military careers behind them – and boosted the morale of the troops with rousing sermons and prayers – St Germanus is reported to have won a battle in 429 AD through his soldiers shouting "Alleluia!"– at which point the enemy fled! Christian Priests are subject to the following special rules:

• A unit that includes a Christian Priest may re-roll any failed Panic tests throughout the battle. The unit must abide by the result of the re-roll.

Concealment: The Picts and the Welsh of this period seem to have avoided set-piece battles where possible, and had a reputation for guerrilla-style warfare. Their skirmishers may have hidden themselves in dips and hollows in the ground or amongst the heather, using their knowledge of terrain to sneak up on their enemies.

• Where permitted in the scenario, units with the Concealment ability may be placed after all on-table enemy units have deployed. They may be placed anywhere on the table provided that this is not within 12" of an enemy unit. Units that have been placed using the Concealment ability may never take a free 4" skirmisher move after deployment.

Fierce: Some warriors in the Arthurian Age were unusually rash and keen to come to blows with the enemy. These unit are designated as Fierce and are subject to the following special rules:

• A Fierce unit is treated as subject to Warband Rule 2 (see below), but it fails its special test on a dice roll of 1 or 2 (rather than just the usual 1).

• Fierce troops must always pursue their enemy if they flee. They cannot attempt to avoid pursuit by testing their Leadership as other troops can.

Mixed Weapons: During this period, Pictish and Scots-Irish warriors fought with an assortment of weapons, including spears, javelins, axes and swords, many of which were probably expended in the first charge. They are subject to the following special rules:

• Infantry models armed with mixed weapons count as armed with javelins and hand weapons.

• Infantry models armed with mixed weapons may re-roll any failed to hit rolls in the first round of each combat.

Pagan Priest: Although Christianity was widespread in many areas of Britain in the 5th Century, Paganism was probably still common in highland areas, and especially amongst the Saxons, Picts and Scots-Irish. Pagan priests performed a variety of roles, but on the battlefield they probably predicted favourable omens and incited the warriors to acts of superstitious bravery. Their priests may have been called druids, magicians or soothsayers, but in game terms they all have the same effect.

All Pagan Priests are subject to the following special rules:

• A unit that includes a Pagan Priest becomes Stubborn (see WAB rulebook pg. 53).

• A unit that includes a Pagan Priest becomes subject to the special rules for Fierce troops (see above). These rules apply even if the unit is mounted!

Ponies, Horses and Finest Horses: Armies of the early medieval period were not neatly divided, Napoleonic-style, into 'cavalry' and 'infantry': you either owned a horse, or you didn't. If you owned a horse, you would certainly ride it when you went off raiding, but whether you rode it into battle would be a different matter, probably based on tactical concerns rather than national preferences. There is little evidence to reinforce the old myth that the Saxons always fought on foot, or that Britons always fought mounted. Therefore, many of the troops in the army lists can be fielded either on foot or mounted.

However, cavalry in the Arthurian Age were not all of the greatest quality: although some warriors may have been fortunate enough to have access to well-bred mounts from old Roman stud farms or the Continent, many would have been riding simple ponies with a minimum of specialised tack or harness. To reflect this, we have divided mounts within the army lists into three different types:

• **Ponies:** Many troops in the lists are mounted on ponies, with a movement of 6" (and therefore can only pursue and flee 2D6").

• **Horses:** Better-mounted troops have horses, with a movement of 7" (and can pursue and flee 3D6").

• **Finest Horses:** The finest horses and harness (giving a movement of 8") are only available to the most powerful nobles, as a Character Advantage (see below).

Shieldwall: Some infantry units are allowed to form a shieldwall. They may do this instead of moving. As long as the unit is in a shieldwall, then all enemy attacks from the front of the unit (shooting and hand-to-hand) suffer a -1 to hit modifier. The unit benefits from the shieldwall as long as it doesn't move or lose a round of close combat.

Warband Rules 1 and 2: Many of the troops featured in this supplement are ill-disciplined warriors, whose confidence was bolstered by the presence of their comrades in a large warband. They could be brave in attack, but swift in retreat, and might well impetuously charge the enemy without orders. As such, we have made many of them subject to Warband Rules 1 and 2. You can find the full rules in the main WAB rulebook on page 53, but we have also reprinted them here for ease of use.

1. To represent these qualities, Warbands add their close combat rank bonus to their Leadership value when taking Leadership based tests. This means that a warband will add +1 to their Leadership for every rank after the first up to a maximum bonus of +3. If warbands are fleeing or skirmishing, no rank bonus would normally apply, and so they don't get a Leadership bonus either!

2. The warriors in a warband lack any sense of discipline and will tend to advance over-confidently in the face of the enemy. Warbands which are not otherwise bound by a compulsory movement rule must therefore take a special test at the start of each turn. Roll a D6 for each unit. On the D6 roll of 2-6, the unit remains under control and may move normally that turn. On the roll of a 1 however, the unit will surge forward in an undisciplined manner. A unit obliged to surge forward in this way must charge the nearest enemy if any are within reach. If the enemy is not within charge reach, the unit must move towards the nearest enemy, and must move at least 4" if possible. The unit can move faster than this if the player wishes and assuming that the unit is allowed to do so. If the unit's movement is blocked by friendly troops or terrain it will move as far as it can before stopping. If the unit is facing away from its nearest enemy it will turn or wheel to face them and move as far as it can towards them.

WARBAND LEADERSHIP

Warbands and characters. When taking a Leadership-based test, a warband may either use its own Leadership (modified for Rank Bonus if applicable) OR the Leadership of an eligible character. It may not use the character's Ld modified by the unit's rank bonus! (Note that there are NO characters subject to the warband psychology rule in this supplement).

Warbands and cavalry. Although a number of troops featured in these army lists are subject to Warband psychology (see WAB rulebook page 53, and above), some of them are not subject to this rule when mounted – we don't believe that a mounted warrior would necessarily adopt the same tactics as his companions on foot. We feel that most, if not all, cavalrymen of the Arthurian Age would have skirmished with javelins and thrown spears, not charged impetuously into a shieldwall of enemies! Check the army list carefully to see when this applies.

PLAYING AGAINST ARMIES FROM OTHER WAB SUPPLEMENTS
*We have deliberately restricted the use of the Warband special rules to rules 1 and 2 in this supplement, as we feel this gives a better flavour of the Arthurian Age and a more satisfying game. However, players may want to play against armies from other WAB supplements, such as those in **Shieldwall** or **Fall of the West**. Many of these armies feature troop types that use the full Warband special rules, including rule 3 (the 'autobreak' rule). You may feel that your Arthurian Age armies are disadvantaged against these opponents, in which case we would recommend the following:*

Whenever an Arthurian Age army from this supplement plays an army from another supplement, allow all units that are subject to Warband rules 1 and 2, to also have Warband rule 3. All points values of troops are unchanged.

CHARACTER ADVANTAGES

What would the Arthurian Age be without the great deeds of heroes, or the resourceful efforts of Romano-British nobles to hold on to their land and power? Although battles were undoubtedly contested by hundreds of warriors, it is the individual feats of warriors and leaders such as Arthur, Cai, Ambrosius, Cúchulain and Horsa which were sung of by the bards. To reflect the individual emphasis of the era, we have allowed certain characters within the army lists to select Character Advantages. These allow the characters special advantages on the battlefield. Some are new, but many will already be familiar – for example, the Loyalty advantage means that the character's unit is exceptionally loyal to them and becomes Stubborn – although the advantage will often only last as long as the character is alive! Character Advantages are deliberately stereotyped to reflect the cultural preferences of their societies – for example, the warlike Scots-Irish have many advantages to increase the prowess of their champions in single combat, whereas the Romano-Britons have more advantages linked to troop organisation and equipment. All Character Advantages are fully explained below.

WHO CAN HAVE CHARACTER ADVANTAGES?

The variety of Character Advantages allowed by a particular character is described in the Army Composition section of each army list. Army points are 'paid' for each Character Advantage in exactly the same way as additional armour or equipment.

The number of Character Advantages permitted is as follows:

• Any character who is an **Army General** is allowed to choose up to a **maximum of two** Character Advantages (NB: Some Character Advantages may only be taken by an Army General. These are noted in their description below.)

• Any other character is allowed to choose up to a **maximum of one** Character Advantage only if specifically permitted by their army list. Some characters are of too low status and cannot take Character Advantages.

• Each Character Advantage may only be taken once per 1,000 points (or part thereof) in an army.

Example: A player chooses the Character Advantage Hail of Blows for two different characters in his 1,500 point Saxon army. He cannot choose Hail of Blows for a third character, unless he increases the army size to over 2,000 points.

• A specific Character Advantage may be taken only once by each character.

• There is no obligation to choose any Character Advantages at all if you do not want to.

CHARACTER ADVANTAGES

Angones et Franciscae (+30 pts): *Although a number of 'heavy throwing weapons' would have been in circulation amongst all professional warriors of this period, few would have had the resources to equip and maintain their immediate warband in such a style. This character employs skilled armourers to provide his warriors with goodly quantities of weapons such as angons and franciscas.*

The character may lead a single unit of Franci or Pueri. The unit counts as armed with heavy throwing spears. The heavy throwing spears may not be taken by characters, as their high Strength and Weapon Skill characteristics already assume that they have the best arms and armour available.

The administration of the Angones et Franciscae is assumed to be dependent on the character and his continuing patronage of the army. Therefore, if the character is killed, Angones et Franciscae cannot be used to provide heavy throwing spears for his unit from the next battle onwards.

Boats (+10 pts): *There were many seaborne raiders at large in late Roman and post-Roman Britain. The Scots-Irish and Picts are supposed have raided as far south as London, and Gildas (writing in the 6th Century) records being attacked by Pictish pirates in the Bristol Channel! The Scots-Irish nation of Dalriada was dependent on marine power, and British and Saxon naval raids are even recorded against Ireland. In coastal areas, this ability to use boats must have given a naval raiding force a significant advantage in mobility, similar to that enjoyed by the Vikings several centuries later.*

To reflect this advantage, any army that can have Boats uses the following special rules:

• An army including a character with Boats can have up to three boat models (+10 pts per boat). The player must field a suitable model for each boat.

• Boats may only be used if the scenario being played features a coastline or tidal estuary.

• Each boat may carry a single unit of up to 30 models (including accompanying characters). These units are kept back from initial deployment. A boat may not carry any mounted or chariot models.

• After both armies have deployed, but before the first turn, a player using boats may land his waterborne warriors. NB: Deployment from Boats takes place before Concealed troops are deployed (see Concealment special rule).

• To deploy a unit, the boat is placed on the shoreline. The unit is then placed on the shore so that it is touching its boat model, and no figure is more than 6" from the boat. It may be facing in any direction or formation.

• Units that have just landed from boats can move normally, and charge or be charged in the first turn. A unit that is forced to flee or fall back in good order back into the water is destroyed.

• If both players have boats, roll a dice each. The highest scorer chooses whether to deploy first or second. If players have more than one boat, deploy boats alternately.

Born to the Purple (+30 pts): *The character is from Romano-British noble stock, and can trace his ancestors to the Emperor himself. As such, he is widely respected and commands an automatic air of authority amongst his people, who still regard themselves as 'Roman'.*

This Character Advantage may only be taken by an Army General. When the character is fielded as Army General, his Leadership range is increased from 12" to 18".

Chieftain's Chariot (+50 pts): *The chieftain owns a chariot to ride into battle and which also emphasizes his heroic and noble attributes. Although chariots were almost certainly obsolete on the battlefield by the 5th Century AD, it is possible that a Pictish king may have used one as a symbol of his status and power. Sculptural evidence from Pictland suggests that horse-drawn vehicles were still high class status symbols several hundred years later. The Irish continued to use chariots for many years, the last recorded use being in a battle in Ireland in 563 AD.*

This Character Advantage may only be taken by an Army General. The Chieftain's Chariot is a light chariot, as detailed in the WAB rulebook on page 57. Stats for the chariot are given in the Characters section of any army list that can take a Chieftain's Chariot (ie, the Picts and the Scots-Irish).

A Chieftain in a chariot is assumed to fulfil the roles of Army General **and** Army Standard Bearer, due to his high visibility (you may wish to model his personal banner in the chariot with him). This means that an army commanded by a Chieftain in a chariot MAY NOT also select a separate Army Standard Bearer.

As Army General, the character's Leadership range and the range of the Battle Standard is increased from 12" to 18". It cannot be increased further by a Bard.

If the Chieftain dismounts from the chariot for any reason, he only counts as a normal Army General with a Leadership range of 12", and the Army Standard ability is lost.

Fabricae (+15 pts): *The character is wealthy and resourceful; he maintains a number of workshops on his territory, employing skilled craftsmen and armourers who produce quantities of armour and weaponry in the Roman style for his common soldiers. Alternatively, he may be an affluent later Saxon or Frankish warlord with close links to skilled continental armourers.*

Any units of Milites, Pedyt, Duguth, Geoguth, Frankish Milites and Pueri in the character's army may have Light Armour at a cost of +2 points per model.

The administration of the Fabricae is assumed to be dependent on the character and his continuing patronage of the army. Therefore, if the character is killed, Fabricae cannot be used to provide armour for units from the next battle onwards.

Fearsome Blow (+20 pts): *The character is an experienced and dangerous warrior, whose fighting style includes summoning all his strength to strike mighty blows which can cut through mail and shield alike.*

Once per game, the character can declare that he is using the Fearsome Blow in combat. The ability must be declared before any character makes his attack.

The character's attacks are made at +1 Strength (eg, a character with Strength 4 would strike at Strength 5 when using the Fearsome Blow ability).

The attacks are so powerful that they cannot be made in conjunction with any re-roll ability (eg, from Veteran status, Saxon Buckler or Throwing Spear). However, they can be used in conjunction with a strength benefit from a particular weapon, eg, heavy throwing spear.

The Fearsome Blow advantage cannot be used in the same round as the Hail of Blows or Salmon Leap advantage.

Finest Armour (+15 pts): *The character has superb contacts with traders and armourers, and the wealth to get the best possible armour for himself and his men. He may have access to continental armour, including excellent helmets, leg and arm protection, and possibly even the occasional piece of horse armour.*

The character and any one unit that he leads may exchange their Light Armour for Heavy Armour (only units that already have Light Armour can do this. The character is unlikely to spend his wealth upon the rank and file).

Units wearing heavy armour and carrying shields have their movement reduced by -1", as described in the WAB rulebook. For this reason, Finest Armour is probably most useful for cavalry units.

The supply and maintenance of the Finest Armour is assumed to be dependent on the character and his continuing patronage of the unit. Therefore, if the character is killed, Finest Armour cannot be fielded by the unit from the next battle onwards.

Finest Horses (+20 pts): *The character has excellent contacts with breeders and traders of horses, possibly on the continent, and his thoroughbred mounts also have the best harness and saddles suitable for battle.*

The character and any one mounted unit that he leads may exchange their Horses (Move 7") for Finest Horses (Move 8"). NB: Only units that already have Horses can do this. The character is unlikely to lavish his thoroughbreds upon the rank and file.

The supply and upkeep of the Finest Horses is assumed to be dependent on the character and his continuing patronage of the unit. Therefore, if the character is killed, Finest Horses cannot be fielded by the unit from the next battle onwards.

Goad (+15 pts): *The character is not just an experienced warrior, but is also accomplished at insulting and enraging his enemies by casting aspersions upon their courage and parentage. His skill with words is such that he can incite his enemies to fight him, even against their better judgement.*

Once per game, the character can declare that he is using the Goad advantage when issuing a challenge (see WAB rulebook page 42). Unlike a normal challenge, the goading character can specify which enemy character he wishes to fight. The character being challenged can only refuse the challenge if he passes a Leadership test on 3D6 – otherwise, he must accept the challenge and fight. If the challenged character successfully refuses the challenge, he must retire to the rear ranks as usual.

Hail of Blows (+20 pts): *The character is an experienced and fearsome warrior, whose fighting style includes raining blows upon his enemies to beat them into submission.*

Once per game, the character can declare that he is using the Hail of Blows in combat. The ability must be declared before any character makes his attack.

The character can attack with an extra two attacks (eg, a character with 3 attacks would attack with 5 instead). However, the character's attacks are wildly-aimed, so they are all made with a -1 to hit modifier.

The attacks are so rapid that they cannot be made in conjunction with any re-roll ability (eg, from Veteran status, Saxon Buckler or Throwing Spear).

The Hail of Blows ability can only be used once per game. It cannot be used in the same round as the Fearsome Blow or Salmon Leap advantage.

Javelin Hurling (+10 pts): *The character is an experienced and dangerous warrior, whose fighting style includes hurling a fistful of javelins in a mere matter of seconds.*

Once per game, the character can declare that he is using Javelin Hurling in the Shooting phase. The ability must be declared before the character makes his shooting attack.

The character may hurl three javelins in the Shooting phase. They have the usual range of 8" and Strength 3.

The javelin throws are so rapid that they cannot be made in conjunction with any re-roll ability (eg, from Veteran status).

The Javelin Hurling ability cannot be used in the same round as the Piercing Dart advantage.

The Javelin Hurling ability may be used as a stand & shoot response if charged, although each javelin is still subject to the usual -1 to hit modifier.

Knight Commander (+20 pts): *The character is an experienced cavalry commander, and may even have served with continental armies in the past. His experience of cavalry tactics is such that he has trained his personal unit to fight in close ranks and ride down the enemy.*

The Knight Commander character may lead a mounted unit. This unit can claim a Rank Bonus of up to +1 in combat. The mounted unit loses its Light Cavalry status.

The mounted unit is assumed to be dependent on the constant leadership of the character, so if he leaves the unit or is slain, the Rank Bonus is instantly lost – the unit reverts to a normal Light Cavalry unit. The exception to this is if the character leaves the unit to fight in single combat – in which case the +1 Rank Bonus is restored if he rejoins his unit.

Character Advantages

Loyalty (+40 pts): *The character is a charismatic leader who inspires great loyalty in his personal warriors.*

This Character Advantage may only be taken by an Army General. The character with Loyalty may lead a single unit. This unit becomes Stubborn (as described on page 53 of the WAB rulebook).

Only formed infantry units can use the Stubborn ability. The unit being led cannot benefit from the Stubborn ability if it is in skirmish formation, or if it is mounted (horses being unaccustomed to standing fast!).

The unit's loyalty is dependent on the constant leadership and presence of the character, so if he leaves the unit or is slain, the Stubborn ability is instantly lost. The exception to this is if the character leaves the unit to fight a single combat – in which case the Stubborn ability is restored if he rejoins his unit.

Man of the People (+40 pts): *The character portrays himself as a just and fair ruler, and does so with such charisma that the common folk love him. He inspires unusual loyalty and determination among his subjects.*

This Character Advantage may only be taken by an Army General. The Man of the People advantage is unique in that it affects the General's whole army, including skirmishers (who normally cannot use a character's Leadership ability). However, it does not affect allied troops.

All units in the Man of the People's army may take all their Leadership tests as if they had a Leadership of 7 (they may use their own Ld if it is higher). All other normal Leadership rules apply (eg, only units within 12" can use the General's Leadership and Battle Standard, Break tests are still taken with a modifier for losing the combat, etc).

The Man of the People advantage is, of course, dependent on the inspirational presence of the character, so if he leaves the battlefield or is slain, the advantage is instantly lost. A Man of the People who flees the battlefield regains the advantage in time for the next game.

Mounted Raider (+20 pts): *The character is an experienced horseman, and a veteran of countless mounted raids. His experience of cavalry raiding tactics is such that he has trained his personal unit to pretend to flee from the enemy, then turn and fight.*

The Mounted Raider character may lead a Light Cavalry unit. This unit can use the Feigned Flight ability (which is reproduced below for convenience).

If cavalry with Feigned Flight choose to flee or fire & flee as a charge reaction, they rally immediately at the end of their move, and may reform facing in any direction. This means that should the charging enemy encounter them, the cavalry are not destroyed, and may instead fight in the Close Combat phase. Their opponents still count as charging.

The mounted unit is assumed to be dependent on the constant leadership and direction of the character, so if he leaves the unit or is slain, the Feigned Flight ability is instantly lost. The exception to this is if the character leaves the unit to fight a single combat – in which case the Feigned Flight ability is restored if he rejoins his unit.

Piercing Dart (+5 pts): *The character is an experienced and fearsome warrior, whose fighting style includes hurling a javelin with enough force to pierce mail and shields.*

Once per game, the character can declare that he is using the Piercing Dart ability in the Shooting phase. The ability must be declared before the character makes his shooting attack.

The character may hurl a single javelin that strikes with Strength 5 and a -2 saving throw modifier. The javelin has the usual range of 8".

The javelin throw is so powerful that it cannot be made in conjunction with any re-roll ability (eg, from Veteran status). Only one javelin may be thrown in that Shooting phase, even if the character could normally throw more (eg, from a chariot).

The Piercing Dart ability cannot be used in the same round as the Javelin Hurling advantage.

The Piercing Dart ability may be used as a stand & shoot response if charged, although the javelin is still subject to the usual -1 to hit modifier.

Professional (+25 pts): *The character has battlefield experience and training based on old Roman methods – he may even have served on the continent, or be from a Roman military family.*

The Professional character may lead a single unit. This unit becomes Drilled (as described on page 120 of the WAB rulebook).

The unit being led cannot use the Drilled ability if it is in skirmish formation.

The unit is assumed to be dependent on the constant leadership of the character, so if he leaves the unit or is slain, the Drilled ability is instantly lost. The exception to this is if the character leaves the unit to fight a single combat – in which case the Drilled ability is restored if he rejoins his unit.

Salmon Leap (+15 pts): *The character is an experienced and fearsome warrior, whose athletic fighting style includes leaping over the heads of his enemies to catch them unawares. This is a semi-legendary ability attributed to ancient Irish heroes!*

Once per game, the character can declare that he is using the Salmon Leap advantage in the Close Combat phase. The ability must be declared before any To Hit dice are rolled.

The character leaps into the air and strikes his opponent first, regardless of charging or initiative. The character making the Salmon Leap therefore makes all his attacks before his opponent.

The Salmon Leap is so rapid that it cannot be made in conjunction with any re-roll ability (eg, from Veteran status or Throwing Spear).

The Salmon Leap advantage cannot be used in the same round as the Hail of Blows or Fearsome Blow advantage.

Veteran (+10 pts): *The character is an old warrior who has experienced a hundred raids and battles.*

Once per game, the character may re-roll all of his To Hit dice, either for combat or for shooting. However, the character must re-roll all his dice (not just the misses) and must abide by the re-roll.

THE ROMANO-BRITISH CIVITATES

'After a time, when the cruel plunderers had gone home, God gave strength to the survivors. Wretched people fled to them from all directions, that they should not be altogether destroyed....their leader was Ambrosius Aurelianus, a gentleman who, perhaps alone of the Romans, had survived the shock of this notable storm: certainly his parents, who had worn the purple, were slain in it. Under him our people regained their strength, and challenged the victors to battle. The Lord assented, and the battle went their way. From then on the victory went now to our countrymen, now to their enemies... This lasted right up until the year of the siege of Badon Hill.'

Gildas – On the Ruin of Britain

OVERVIEW

At the beginning of the 5th Century AD, the Roman Empire stripped *Britannia* of the last remaining soldiers loyal to Rome, and told the former province to 'look to its own defence.' Exactly what happened next is open to hotly-debated and fast-changing interpretation. What is likely is that, for a number of years, many regions continued the Romano-British lifestyle they had enjoyed for centuries. Despite a 4th Century decline, towns continued to exist, trade and industry flourished, and officials were elected from the Romanised ruling classes. The likelihood is that many of the areas that had been Romanised – largely the lowlands of modern England – remained as *civitates*: Romano-British city-states based on ancient tribal administrative areas. These civitates may have been rich in culture and trade, but could be weak in defence – Saxons, Irish, Picts and hostile Britons all threatened the peace. The full-time troops were all but gone, so local magnates would have had to resort to hiring private armies of veterans or taking on allies such as the Saxons in return for land and rewards. The latter was, of course, well-established Roman practice – essentially using fire to fight fire – and probably the origin of the well-known story of Vortigern, Horsa and Hengist. Although the traditional view was that the Romano-British lifestyle came to an abrupt end following a catastrophic revolt of Saxon soldiers in the mid-5th Century, historians are increasingly coming to believe that many aspects of life in some of the civitates survived well into the 6th Century.

This army list seeks to cover any areas of *Britannia* that were still essentially Romanised in culture and administration. Exactly which areas retained this identity by the end of the 5th Century is open to debate, but they probably included some or all of the following: parts of Kent, the lands of the Cantiacii (perhaps heavily supported by Saxon mercenaries); the lands of the Catevellauni and Trinovantes (based around London and St Albans); the land of the Silures (which later became Gwent and Glywysing in South Wales) and those of the Dobunni (the surrounding area of Cirencester, Bath and Gloucester). It is even possible that the northern civitates of the Carvetii (based around Carlisle) and the Brigantes (centred around York) survived well into the 5th Century.

CHRONOLOGY

367 AD	The 'Barbarian Conspiracy' of Picts, Scots-Irish and Attecotti over-runs the defences and devastates many parts of Roman Britain. Nectaridus, the Count of the Saxon Shore and Fullofaudes are killed. Count Theodosius is dispatched to Britain and restores order.
383 AD	Magnus Maximus, a leading Roman general, leaves Britain to pursue his usurpation of the Empire in Gaul, taking with him large numbers of Romano-British troops.
388 AD	Maximus is killed on the continent, and his British soldiers settle in Brittany. Other Britons soon begin migrating to Brittany.
397 AD	Saxon raids on Britain.
403 AD	The Roman General Stilicho withdraws large numbers of troops from Britain to defend the Continent.
407 AD	The usurper Constantine III is proclaimed Emperor by his troops in Britain, and takes them to the Continent to fight for his cause. He fails and is captured and executed in 411.
409 AD	Britain and Armorica rebel against Rome and expel Roman officials.
410 AD	The Emperor Honorius tells the Britons to 'look to their own defences', confirming Britain's independence from the Empire.

425 AD	'Vortigern held empire in Britain.'
428 AD	Vortigern employs Saxon mercenaries under Hengist and Horsa to repel his enemies.
429 AD	Germanus, Bishop of Auxerre, visits Britain to combat Pelagianism (a Christian heresy common in Britain). During his time in Britain he leads a successful ambush against Saxon and Pictish raiders.
437 AD	Battle of Cat Guoloph (Wallop, in Hampshire): 'the quarrel between Vitalinus (Vortigern?) and Ambrosius'.
440 AD	Possible revolt of Saxon mercenaries in south-eastern Britain. This may have increased British immigration to Brittany.
440s AD	Vortimer, son of Vortigern, fights against the Saxons under Horsa and Hengist. Horsa and Categirn (another of Vortigern's sons) are slain, as is Vortimer.

~ 441 AD ~

'Britain, which up to this time had suffered manifold devastations and accidents, was subjected to the dominion of the Saxons.'
– Gallic Chronicle of 453 AD

460-490s AD	Ambrosius Aurelianus leads the Britons against the Saxons, culminating in the 'siege of Badon Hill' where the Saxons are defeated.
468-70 AD	The British King Riothamus and his army arrives from Britain and fights for the Emperor. Anthemius in Gaul along the River Loire. British settlement of Brittany begins in earnest.
c486-500 AD	Bretons submit to the authority of Clovis, King of the Franks. The Breton rulers then take the title of Count rather than King.

~ 491 AD ~

'In this year Aelle and Cissa besieged Andredesceaster and slew all of the inhabitants; there was not even one Briton left there.'
– Anglo-Saxon Chronicle

491 AD	Roman fort of Anderida, Pevensey, falls to the South Saxons.
515 AD	Riwal Mawr emigrates from Wales to Brittany and founds the Breton kingdom of Domnonia, during the reign of Childebert, King of the Franks. Riwal's son, Deroch, rules after him.
544-594 AD	Outbreaks of plague in Britain and Ireland. These plagues spur immigration from Britain to Brittany.
c550 AD	Count Chanao of Brittany kills three of his brothers; a fourth, Macliaw, escapes assisted by another Breton Count, Chonomor. Macliaw flees to Vannes and becomes a bishop.
560 AD	Chanao dies and Macliaw leaves the Bishopric of Vannes to rule southern Brittany.
c570-75 AD	Macliaw breaks his oath to King Budic of Brittany. When Budic dies, Macliaw drives Budic's son Theudoric into exile rather than supporting him in maintaining his father's kingdom.

~ 577 AD ~

'In this year Cuthwine and Ceawlin fought against the Britons and slew three kings: Coinmail, Condidan, and Farinmail, at the place which is called Dyrham; and they captured three cities: Gloucester, Cirencester, and Bath'
– Anglo-Saxon Chronicle

577 AD	Theudoric, son of Budic, returns to Brittany and kills Count Macliaw and his son Jacob.
577-594 AD	Waroch, son of Macliaw, Breton Count of Vannes, founds and rules the area known as Bro Waroch.
579 AD	Chilperic, King of the Franks, invades Bro Waroch in an attempt to regain Vannes. Count Waroch makes a pre-emptive attack on the Saxons from Bessin who fought for the Franks. Following three days of fighting, Waroch comes to terms with Chilperic and continues to rule.
580-590s AD	Count Waroch and his troops ravage the Frankish regions of Nantes and Rennes, defeating at least one Frankish army.
630-635 AD	The Bretons of Domnonia raid the Franks under King Judicael.
635-753 AD	Continuing border warfare and raiding between the Franks and Bretons.
753 AD	Pepin the Short, King of the Franks, marches into Brittany to collect tribute.

ARMIES OF THE ROMANO-BRITISH CIVITATES

Despite the lack of records from 410 AD onwards, the starting point for the armies of the Romano-British *civitates* has to be the Late Roman Army in Britain. *Britannia* had traditionally been well-garrisoned with Roman troops – either those born locally, or from as far afield as Germania, Syria, Africa or Dalmatia. By the 4th Century AD, most Roman soldiers were stationed in the north (mainly on Hadrian's Wall) or along the eastern coasts (the Saxon Shore), probably to protect against Pictish and Saxon raiders. The West was comparatively peaceful, but coastal areas were soon to suffer the attentions of Scots-Irish pirates.

Although the exact distinction between legionaries and auxiliaries that had characterised the early Imperial Roman army had long since disappeared, the most efficient soldiers in the Late Roman army were probably the regular units of the field army – professional soldiers who were, in theory, willing to march to any corner of the Empire in its defence. These mobile units will undoubtedly have formed the bulk of the soldiers withdrawn from *Britannia* by men such as Magnus Maximus, Stilicho and Constantine III. Stilicho himself is recorded as having raised units such as the *Batavi Iuniores Britanniciani* and deployed them in Britain around 400 AD, only to have them accompany the usurper Constantine III on his one-way trip to Gaul seven years later.

So who was left? Sources mention large numbers of *limitanei* – frontier troops who lived with their families at the military bases they defended. Such soldiers may not necessarily have been as well equipped or trained as their regular counterparts, but, under a good commander, their local knowledge and willingness to fight in defence of their homes may have stood them in better stead than is often recognised. It is also worth questioning whether all of the regular soldiers would have heeded the call to leave *Britannia*; it could easily be imagined that a successful soldier, married and settled with estates and property in *Britannia*, might find a way to 'dodge the draft'… especially given the fact that men like Magnus Maximus and Constantine III were usurpers to the Imperial crown anyway. Despite the 'Barbarian Conspiracy' of 367 AD, *Britannia* was still an affluent base for many Romano-British aristocrats and their households, and surely more than a few must have decided to stay.

We know that the Roman army in Britain at the end of the 4th Century was headed by three senior military men: the *Dux Britanniarum* ('Duke of the Britains', commander of the frontier garrisons in the North), the *Comes Britanniae* (Count of Britain, commander of a mobile field army) and the *Comes Litoris Saxonici* (Count of the Saxon Shore – in charge of the forts of the east coast). It is likely that Magnus Maximus himself held one of these posts before leaving Britain for good in 383 AD. The *Notitia Dignitatum* – a vital document that details the Late Roman army and its organisation around the turn of the 5th Century – also mentions the *Vicarius Britanniarum* (Vicar of the Britains, an important civilian rank). Such powerful civilian magnates and community leaders may have been instrumental in organising the defence of their civitates, although whether or not they ever took to the battlefield can only be speculated.

According to the Greek historian, Zosimus, the Britons expelled the remaining Roman officials around 409 AD. Much of *Britannia* was, by then, a thoroughly Romanised society. Generations of Britons had known nothing but Roman rule, so it should be no surprise that the remaining Romano-British aristocrats continued to use the language and trappings of empire. During Germanus's visit to the island in 428 AD – nearly twenty years after the Britons had taken responsibility for their own rule – it is recorded that the Bishop met a man 'with the power of a Tribune,' showing that at least some Latin titles were still in everyday use.

The best soldiers in a Romano-British army would have been the commander's personal bodyguard – often referred to as *commanipulares* ('companions') or *bucellari* (hard biscuit eaters; ie, professional soldiers). As career warriors in the service of a powerful official, they would have had the best arms and equipment available. Swords, helmets and body armour must have been common, and some units may even have resembled the veterans of Roman units on the continent itself. Most would also have owned horses and fought mounted when the occasion arose, although they would have been formidable opponents on foot as well.

Although the *commanipulares* could probably handle any small-scale skirmish or policing operation, for any larger threat more soldiers would be required. The Romano-British soldier might be a professional, with some years of training or experience, and perhaps a member of a military family (in the absence of any clearer information, we have simply dubbed these *milites*, or soldiers). Alternatively, he might be a member of the *pedyt* – a British term that begins to appear around this time, meaning 'footsoldier'. Both troop types almost certainly fought on foot with spears and shields, although it is quite plausible that some wealthier *milites* owned horses and used them in battle. If we accept Gildas's statement that the Britons were left 'patterns to manufacture arms' by the legions, it would be reasonable to assume that many foot soldiers had large round or oval shields in the Roman style, with which they would fight in a close formation or shieldwall – possibly the *cuneus* referred to by sources of this period. Whether they owned enough spears and javelins to soften up the enemy before a charge, or just enough to defend themselves, would depend upon the wealth and organisational ability of their commander.

Supporting, or perhaps replacing, the spearmen in many Romano-British armies would have been allied warriors or foederati. Drawn from more warlike races, allied troops including many Germanic tribesmen had long been part of the Roman army, often serving as *laeti* (specialised troops under Roman commanders). Many were already stationed in Britain during the 4th Century – there is still academic debate whether the 'Saxon Shore' was set up as a defence against Saxon raiders, or actually garrisoned by Saxons – although it is unlikely that these early recruits retained a highly individual ethnic identity. Vortigern's employment of the brothers Hengist and Horsa and their 'three keels' of warriors (probably no more than 150 men) is the most famous example of the use of allied warriors in a Romano-British army. Allied warriors could also include neighbouring Britons from more warlike areas – descriptions of whom can be found in the British and Welsh Kingdoms section of this book.

Skirmishers are unlikely to have played a large role in a Romano-British army, although it is quite possible that the poorest youths or camp followers would take up a sling to defend their homeland. Some of these *rustici* (peasants) may have owned bows or javelins for hunting, although slings were probably the most common missile weapon, being a habitual tool of the shepherd and virtually free to manufacture and supply with ammunition.

THE 'QUOIT BROOCH' PEOPLE

In reconstructing areas where the late Roman army was active, archaeologists have made extensive use of the metalwork that was used by the soldiers on belt buckles, scabbard fittings and strap ends. The area of Britain south of the Thames has yielded a particular type of metalwork known as 'Quoit Brooch style' descended from late Roman models, but which is now recognised as being of British origin and manufacture. This is intriguing, because traditionally this area was supposed to have fallen to the Saxons by no later than the middle of the 5th Century. Instead, we have evidence of continuing Romano-British military rule, until around 475 – 500 AD, when the 'Quoit Brooch style' disappears. The historian Guy Halsall has suggested that this represents a large political unit under Romano-British rule in the south, which would be an obvious contender for the territory of Ambrosius Aurelianus, the Roman 'gentleman' mentioned by Gildas.

ARMY COMPOSITION

Units of Commanipulares, Milites (including Sagittari and Equites) and Pedyt may have a Leader (+5 pts), Musician (+5 pts) and Standard (+5 pts).

THE TWILIGHT OF BRITANNIA

This list covers the Romano-British civitates in the years just prior to, and following the withdrawal of the last Roman legions from *Britannia* around 406 AD. Hoping to maintain their Romanised lifestyle, many of the civitates are likely to have maintained armies on the Roman model, albeit with a shortage of regular soldiers. *Limitanei* who had served alongside the legions would almost certainly be in evidence. The list also represents any Romano-British civitates which may have continued well into the 5th Century under strong military rule, such as the possible 'Quoit Brooch' territory south of the Thames. This list could also, if you wish, cover Romano-Gallic armies of the 5th and 6th centuries.

Characters: Up to 33% of the points value of the army may be spent on any characters from the army list, and may be led by a Dux/Comes, Magnate or a Tribune (upgraded to Army General).

A Dux/Comes, Magnate or Tribune in a Twilight of Britannia army may select from the following Character Advantages:

Born to the Purple (+30 pts)	Fabricae (+15 pts)
Fearsome Blow (+20 pts)	Finest Armour (+15 pts)
Finest Horses (+20 pts)	Knight Commander (+20 pts)
Loyalty (+40 pts)	Man of the People (+40 pts)
Professional (+25 pts)	Veteran (+10 pts)

Common warriors: At least 33% of the points value of the army must be spent on Commanipulares, Milites and Pedyt.

Uncommon warriors: Up to 20% of the points value of the army may be spent on Rustici.

Allies: Up to 33% of the points value of the army may be spent on allies from **one** of the following army lists:

The Franks – Early Merovingian Franks. Units of Franci may be taken. Each unit may be led by 0-1 Dux or 0-1 Antrustio.

The Saxons – The Sea Raiders. Units of Geoguth may be taken. Each unit may be led by 0-1 Atheling or 0-1 Thegn.

SAINT GERMANUS AND THE 'ALLELUIA VICTORY'

Bishop Germanus (later St Germanus) of Auxerre made two visits to Britain in order to combat Pelagianism (a form of heresy that was particularly prevalent in Britain during the 5th Century). During his first visit in 428 – 429 AD, Germanus was present when a force of Saxons and Picts was raiding the local area (probably the south-east Midlands). Seeing the Britons unprepared and panicking, the Bishop declared himself their leader in battle and led them to a famous victory. According to Germanus's biographer, the Britons surprised their enemy by setting an ambush in nearby hills and shouting "Alleluia!," at which point the raiders fled without striking a blow! Whatever the actual details of the victory, Germanus (and other churchmen of his ilk) were clearly not afraid to lead armies into battle.

THE AGE OF VORTIGERN

This army list represents any Romano-British civitas force lacking strong military leadership, but with the necessary resources to field mercenary soldiers in large numbers. As such, the list will do well to represent a traditional view of Vortigern's army during his employment of the Saxon brothers, Hengist and Horsa, to repel the Picts. This list could also represent the army commanded by Germanus of Auxerre against Saxon and Pictish raiders in 428 – 429 AD , and a special option has been provided if you wish to make the Bishop your army general. This list could also be used if you subscribe to the theory that some civitates actually survived into the late 5th and early 6th centuries, perhaps depicting a Romano-British client kingdom heavily supported by a more powerful Saxon or British neighbour.

Characters: Up to 25% of the points value of the army may be spent on characters. The army may not include a Dux or Comes.

A Magnate or Tribune in an Age of Vortigern army may select from the following Character Advantages:

Fabricae (+15pts)	Fearsome Blow (+20 pts)
Finest Horses (+20 pts)	Finest Armour (+15 pts)
Knight Commander (+20 pts)	

Common warriors: Up to 50% of the points value of the army may be spent on Commanipulares and Pedyt.

Uncommon warriors: Up to 25% of the points value of the army may be spent on Milites and Rustici.

Allies: Up to 50% of the points value of the army may be spent on allies from **one** of the following army lists:

The Scots-Irish – Scotti Raiders and Settlers. Units of Ceithern may be taken. Each unit of Ceithern may be led by 0-1 Curadh or 0-1 Toiseach.

The Saxons – The Sea Raiders. Units of Geoguth may be taken. Each unit may be led by 0-1 Atheling or 0-1 Thegn.

British and Welsh Kingdoms – The British Kingdoms. Units of Combrogi may be taken. Each unit of Combrogi may be led by 0-1 Tiern or 0-1 Uchelwyr.

Special Rules:
Any Saxon allied units in an Age of Vortigern army may have Leaders, Standards and Musicians at no additional points cost. This represents Vortigern's (or any other Magnate's) reliance on mercenary warriors rewarded with land and status.

The Saint Germanus option: If you would like to represent the army commanded by Bishop Germanus of Auxerre in the Alleluia victory of 429 AD, you may upgrade a Bishop to Army General for +70 points. As well as his normal special rules and becoming Army General, the Bishop gains the Character Advantages Man of the People and Loyalty. However, Germanus's force seems to have been an all-British affair, so no Allies may be taken in this army. Instead, any number of points may be spent on Commanipulares and Pedyt.

BRITTANY

This list covers the exile of the Britons to Brittany (Lesser Britain), and the armies that they raised there against the Franks and each other in the dynastic disputes that characterised the region. It would therefore cover the armies of the Bretons from Riothamus (around 460 AD) to the campaigns of Waroc (around 577 – 594 AD) against the Franks and perhaps beyond. The Bretons seem to have persisted in their Romanised culture and enjoyed a fair degree of military success, hence the high proportion of Milites permitted in this list. They were known for the quality of their light horsemen, hence the option to take the Mounted Raider Character Advantage.

Characters: Up to 33% of the points value of the army may be spent on any characters from the army list, and may be led by a Dux/Comes, or a Tribune upgraded to Army General. Civilian leaders do not seem to have been as important amongst the warlike Bretons, so the army may not include a Magnate.

A Dux/Comes or Tribune in an army of Brittany may select from the following Character Advantages:

Boats (+10 pts)
Fearsome Blow (+20 pts)
Finest Armour (+15 pts)
Finest Horses (+20 pts)
Knight Commander (+20 pts)
Loyalty (+40 pts)
Mounted Raider (+20 pts)
Professional (+25 pts)
Veteran (+10 pts)

Common warriors: At least 33% of the points value of the army must be spent on Commanipulares, Milites and Pedyt.

Uncommon warriors: Up to 20% of the points value of the army may be spent on Rustici.

Allies: Up to 25% of the points value of the army may be spent on allies from **one** of the following army lists:

The Franks – Early Merovingian Franks. Units of Franci may be taken. Each unit may be led by 0-1 Dux or 0-1 Antrustio.

The Saxons – The Sea Raiders. Units of Geoguth may be taken. Each unit may be led by 0-1 Atheling or 0-1 Thegn.

Special Rules:
The Bretons had a strong tradition of Christian saints, many of whom seem to have been active around the 5th and 6th centuries: so, if the army includes a Dux or Comes, it must also include a Bishop.

Author's note on Heavy Throwing Spears/Thrusting Spears and characters:

You may have noticed that some of the characters in this army list have Strength 3, and the option to take Heavy Throwing Spear or Thrusting Spear, whereas other characters have Strength 4; although there are arguably grounds for all of them to have Heavy Throwing Weapons (such as a pilum or angon) or Thrusting Spears (when mounted), we would consider that the Strength characteristic of 4 already takes into account that the character has the best available equipment to them and knows how to use it. Our playtesting has also shown that including a significant number of characters with Strength 5 can adversely affect the game balance, so we have taken the decision to restrict the use of Heavy Throwing Weapons and Thrusting Spears only to characters with a Strength characteristic of 3.

CHARACTERS

Dux/Comes

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dux/Comes	5	5	5	4	4	3	5	3	9	150

Equipment: Armed with a sword. May have shield (+2 pts), light armour (+3 pts), javelins (+2 pts), throwing spear (+4 pts). May be mounted on a horse (M7, +8 pts). If on foot, may have a large shield (+3 pts).

Special Rule: Army General.

Character Advantages: A Dux/Comes may select up to two Character Advantages, chosen from the appropriate army composition (see above).

The Dux ('Duke') or Comes ('Count') would have been an important Romano-British soldier. We have used the term to represent a military man styling himself as a Roman army commander – in other words, a glorified warleader. He might have numerous estates and trade links which could provide him with material advantages, but his skills would be mainly military in nature.

0-1 Magnate

	M	WS	BS	S	T	W	I	A	Ld	Pts
Magnate	5	5	4	3	3	4	2	9	100

Equipment: Armed with a sword. May have shield (+2 pts), light armour (+3 pts), javelins (+2 pts), throwing spear (+4 pts). May be mounted on a horse (M7, +8 pts). If on foot, may have a large shield (+3 pts) and heavy throwing spear (+4 pts).

Special Rule: Army General.

Character Advantages: A Magnate may select up to two Character Advantages, chosen from the appropriate army composition (see above).

A Magnate would have been an important Romano-British aristocrat – maybe a wealthy landowner, merchant or even an official such as a Vicarius ('Vicar' – a civilian leader, but without any religious connotations). We have used the term to describe a powerful landowner of noble birth, who might well trace his origins to imperial Roman families. He was not necessarily the most powerful warrior, but knew how to use his numerous material resources to provide well for whatever troops he could raise.

Tribune

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribune	5	5	4	4	3	2	5	2	9	110

Equipment: Armed with a sword. May have shield (+2 pts), light armour (+3 pts), javelins (+2 pts), throwing spear (+4 pts). May be mounted on a horse (M7, +8 pts). If on foot, may have a large shield (+3 pts).

Special Rules: One Tribune may be upgraded to Army General (+25 pts) if no Dux or Comes is present. One Tribune may be upgraded to Army Standard Bearer (+15 pts). No more than one Tribune may be present in a unit at any time. Tribunes who have been upgraded to Army General or Army Standard Bearer do not count towards this limit.

Character Advantages: A Tribune may select up to one Character Advantage chosen from the relevant army composition section. If a Tribune is upgraded to Army General, he may select up to two Character Advantages.

The Roman rank of Tribune often indicated a senior military commander, so we have used it here to represent a Romano-British noble of authority. That it was known in 5th Century Britain is suggested by Germanus's visit in 429 AD, in which he was approached by a vir tribunicae potestatis – 'a man with the power of a Tribune.'

Decurio

	M	WS	BS	S	T	W	I	A	Ld	Pts
Decurio	5	4	4	3	3	2	4	2	8	45

Equipment: Armed with a sword. May have shield (+2 pts), light armour (+3 pts), javelins (+2 pts), throwing spear (+4 pts). May be mounted on a horse (M7, +8 pts). If on foot, may have a large shield (+3 pts) and heavy throwing spear (+4 pts).

Special Rule: One Decurio may be upgraded to Army Standard Bearer (+15 pts).

Character Advantages: A Decurio is not allowed any Character Advantages.

Decurio was a common Roman rank, and was used by both military officers and city officials. St Patrick came from an affluent Romano-British background, and described his father, Calpornius, as being of Decurion rank.

0-1 Bishop

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bishop	5	4	3	3	3	2	4	2	8	70

Equipment: Hand weapon. May have shield (+2 pts) and light armour (+3 pts). May be mounted on a horse (M7, +8 pts).

Special Rule: Christian Priest.

Character Advantages: A Bishop is not allowed any Character Advantages. The exception to this is if the 'St Germanus' option is taken for an Age of Vortigern army (see army composition above).

The Romano-British civitates were largely Christianised, and their priests and bishops were well-respected and may have taken to the battlefield. The visiting Bishop Germanus is reported to have led a British army into battle against Saxons and Picts in the 5th Century.

Roman Names

Ambrosius	*Cassius*	*Gnaeus*
Annaeus	*Cominius*	*Maximius*
Anthemius	*Crisius*	*Riothamus*
Antoninus	*Domitius*	*Sextus*
Artorius	*Epidius*	*Tiberius*
Bruttius	*Flaminius*	*Vitalinus*
Caledonius	*Gabinius*	

TROOPS

0-1 Commanipulares

	M	WS	BS	S	T	W	I	A	Ld	Pts
Commanipulares	4	4	4	3	3	1	4	1	8	12
Mounted Commanipulares	7	4	4	3	3	1	4	1	8	22

Equipment: All Commanipulares have sword, throwing or thrusting spear, and shield.

Commanipulares on foot may exchange shield for large shield (+2 pts), and may have javelins (+1 pt) and light armour (+2 pts). They may also exchange their throwing or thrusting spears for heavy throwing spears (+2 pts).

Mounted Commanipulares have horses, and may have javelins (+1 pt) and light armour (+ 2 pts).

Special Rules: Commanipulares on foot may form Shieldwall. Mounted Commanipulares are Light Cavalry.

These soldiers might be the descendants of Roman veterans, retired warriors from the continent, or simply experienced mercenaries. Such a private army would be small and expensive to maintain, and therefore a luxury for only a very wealthy landowner or official. Whatever their origin, they might have the best equipment, such as a good supply of heavy throwing spears (the Roman pilum or Frankish angon). The option to give Mounted Commanipulares thrusting spears reflects the possibility that some soldiers were well trained in heavy cavalry tactics, similar to (but less effective than) those employed by the kontos-wielding cataphracts of the Eastern Empire.

Milites

	M	WS	BS	S	T	W	I	A	Ld	Pts
Milites	4	3	3	3	3	1	3	1	7	8
Mounted Milites (Equites)	7	3	3	3	3	1	3	1	7	15

Equipment: Milites on foot are armed with throwing or thrusting spear, and shield. They may exchange their shields for large shields (+1 pt), and may have javelins (+1 pt).

Up to one unit of Milites on foot may be trained as **Sagittari** (archers). They must exchange their spears and shields for hand weapons, composite bows and bucklers. They cannot take any further equipment, and become Light Troops.

Equites are armed with javelins and shield, and are mounted on horses. They may have throwing spears (+2 pts).

Special Rules: Milites with shields may form Shieldwall. Sagittari are Light Troops. Equites are Light Cavalry.

Milites were soldiers, and represent semi-professional troops in the early years of this army list. Although the legions were stripped from Britannia by the soldier-emperors (Magnus Maximus, Constans and Constantine), it is completely plausible that locally settled soldiers remained with their families. Despite the long decline of the Roman empire, these soldiers could have been better equipped and trained than many of their local adversaries. The option to field a unit of Sagittari reflects the fact that foreign archer units are known to have been posted to Britannia during the period of Roman rule, and it is speculated that a handful of specialist bowmen may have been known after this time.

Mounted Milites would have been known as Equites (knights), and are included here to represent any soldiers wealthy enough to own horses, and the remnants of Romano-British cavalry units. We assume that they would have access to fair quality horses through their continental links or surviving stud farms. Although these mounted warriors would provide scouts for the main army and aid in the pursuit of a broken enemy, their value in battle is debatable.

Pedyt

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pedyt	4	2	3	3	3	2	1	6	5	

Equipment: Armed with thrusting spear and shield. May exchange shield for large shield (+1 pt).

Special Rule: May form Shieldwall.

Pedyt is a term derived from the Latin pedes, meaning 'foot soldier'. We have used this to describe poorly-trained Romano-British spearmen. Their armament was probably little more than a thrusting spear with the occasional inherited sword, and it could be imagined that they would adopt large shields and a defensive formation.

Rustici

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peasant	5	2	3	3	3	1	2	1	5	4

Equipment: Armed with javelins, sling or shortbow.

Special Rule: Skirmishers

The least willing of the civitas forces might be these peasants and youths, either too young or ill-equipped to fight, but able to harry the enemy with missiles.

MODELLING THE UNITS

The aspiring player of a Romano-British *Civitas* army is currently spoilt for choice for miniatures in a number of scales. One of the key appeals of an army of this nature is its Romanised appearance – and you may wish to exaggerate this effect on the wargames table.

Your army will probably focus around the general and his bodyguard, the commanipulares. Of all the troops, these should present the most Romanised appearance – indeed, you could use Late Roman models to represent the entire unit. However, it is unlikely that such soldiers would present a uniform appearance, so you would do well to mix a variety of different models into the same unit. Many Visigothic and Frankish armoured cavalry models are useful for this, especially if you consider that your *Civitas* may have had strong links with the continent – or if you are depicting a Breton army. Mounted characters and commanipulares with Finest Armour could be represented by mixing a number of horses into the unit with half-barding, or some riders with arm and leg armour in the style of the cataphracts of the Late Roman army. Likewise, if a mounted unit is armed with thrusting spears, this can be suggested by a few models armed with longer lances or a kontos. Gripping Beast make a couple of packs of extremely heavily armoured Romano-British infantry (Wolftail Warriors), if you want to depict your unit with Finest Armour on foot.

Although such differences are a matter of speculation, you will probably want to distinguish between the Milites and Pedyt in your army. Most unarmoured Late Roman soldier models are ideal for Milites, Equites and Sagittari, although a mixture of helmeted and bareheaded figures will convey a more realistic

irregular feel to your unit. Some units may have worn Roman army style tunics. Pedyt will have been less regular still: we would suggest that uniform tunics would have been extremely unlikely, with only the very occasional helmet or inherited sword, and probably no body armour at all. All the units can be made even more interesting by mixing in Dark Age models from other ranges. Hair was probably cut short in the Roman style, which is something to bear in mind if choosing other figures to add diversity to your spearmen. The Bretons showed particular adherence to this Romanised appearance in the 6th Century, when Gregory of Tours records that the Bretons' Saxon allies were compelled to 'cut their hair in the Breton (ie, Roman) style, and to take also their dress.' This could provide an interesting challenge for a Breton gamer – a unit of Saxon allies based on Late Roman models!

Rustici can be sourced from any range of Dark Age slingers, archers or javelinmen dressed in simple tunics and leggings – models sold as Saxons and Franks may also be pressed into service, although figures with short British hairstyles would be preferable.

Shield design may have been the one uniting feature of a company of Romano-British soldiery, especially if the unit had been funded and equipped by a local magnate. The large oval and round shields typically carried by Late Roman soldiers, and copied by those of the Britons, provide the gamer with an excellent painting opportunity. Although many shields were probably plain colours, perhaps chosen by the individual owner – red and white are mentioned in heroic British poetry – it is tempting to see the Romano-Britons of this period copying the designs of the troops of the former Empire. The *Notitia Dignitatum* provides some inspiration for Late Roman shield patterns from around 400 AD, showing motifs such as eagles, foxes, serpents and geometric patterns. Simple crosses and chi-ro symbols (the first two letters of Christ's name in Greek, resembling a P superimposed on an X) were used by Christian troops in the Late Roman and Byzantine armies. It is plausible that many of these designs were still in use in the later 5th Century, especially for the units that had been active in *Britannia*. For a suitably battered and post-Roman appearance, it can be fun to paint such shields with battle damage and even exposed areas of planking where the surface leather has been torn away. Such decrepit equipment always looks particularly good in a unit of pedyt! If you are less inclined to paint these designs, there is a huge range of Late Roman shield transfers available to suit your needs.

Banners carried by units offer another opportunity to show the Roman heritage of your civitas. The famous *draco* (dragon) windsock standard seems to have been ubiquitous in the Late Roman army, and surely continued in service in Britain. The dragon has long had military associations in Britain: according to legend, the British king Vortigern witnessed a vision of two dragons fighting, interpreted as the Britons (a red dragon) and the Saxons (a white dragon). This association continued up to the Battle of Hastings in 1066 (where King Harold fought under a dragon standard) and beyond – in the 15th Century, Henry VII's standard featured a red dragon, later to feature on the Welsh national flag. Also in use may have been the *vexillum* – a square banner traditionally used by a detachment of Roman soldiers, featuring Latin text, numerals and images.

WARGAMING TACTICS

If you've just read through the army list, you can't have failed to notice that the advantages of the Romano-British Civitates armies are mainly in organization and equipment. Individually, your Milites or Pedyt soldier may well lose out to the warriors of other cultures, but, en masse, your Romano-Britons will have better armour and shields, a wider choice of weapons and tactics, and hopefully, better leadership.

All the warrior cultures of this book are subject to the warband rules for impetuous advances, whereas your Commanipulares, Milites and Pedyt are not. Also, your infantry have the key ability to use shieldwall. These two factors can be a significant advantage in defensive scenarios, where the enemy may well be forced to attack your well-prepared battle lines. Sending skirmishers or light horsemen out to the flanks of your enemy can also force their more impetuous warriors to chase them and thus break up their battleline and expose their flanks, especially when facing Fierce troops such as Saxon Geoguth.

The commanipulares are the heart of your force, and, like all elite units, should be placed where you are sure they will be able to come to blows during the battle. On foot, they are fearsome, especially in defence – this can be further enhanced by the use of the Character Advantage Finest Armour. Mounted, they can be equally dangerous, but a word of warning: don't expect to be able to win every fight from the front. A small unit can get easily ground down in a frontal assault, even if well-armoured. Try using the Character Advantage Professional (drilled) to outmanoeuvre your opponent, and then strike home with an unstoppable flank or rear charge. Units of 10-12 models work well, especially if you want to use the Character Advantage Knight Commander to secure that vital +1 rank bonus.

Further down the ranks, the bulk of your infantry will be made up of either Milites or Pedyt. The milites are good, solid soldiers, easily capable of breaking an enemy charge on their shields; their disadvantage may be availability, especially if you are playing an Age of Vortigern army. If you believe that there were still the remnants of specialist archer units in Britain, then a unit of Sagittari can be invaluable for securing a flank, especially against mounted troops. Most of your opponents have poor saving throws and will suffer from the increased range of composite bows.

If you can't find significant numbers of milites to fight for you, then chances are that you're a Romano-British magnate struggling to defend his lands in the Age of Vortigern. Never fear! Saxon warriors and other allies are freely available. The Saxons are deceptively handy, as long as they are winning. The Saxon buckler re-roll and the Initiative value of 4 (for Duguth) makes them dangerous opponents, and quite capable of winning combats even after the first round. Adding a character will significantly increase their fighting power and, importantly, their chances of rallying if they end up fleeing or panicking for any reason.

The main advantages of the pedyt are their availability and cheapness; they can perform well in large units (we have found that 30-36 models work well), but don't rely on them to hold the centre of your line! They are really reliant on defensive tactics, so use them to hold flanks, hills or river

banks – anywhere where the enemy will have to charge your shieldwall. Their resilience can be further increased by using the Character Advantage Fabricae to give them light armour (this is also true of the milites), but don't expect too much of them in an offensive role; their Weapon Skill of 2 will always place them at a disadvantage to most other troops.

So, you have a good solid anchor of infantry, but don't neglect the possibilities of using mounted troops on the field as well. We have already covered the use of commanipulares, but don't forget that you can also mount some milites as equites. These can perform a variety of roles – the Bretons can use the Character Advantage Mounted Raider to turn the equites into extremely handy light horsemen – or, by armouring them with the Character Advantage Fabricae, you can have one or more secondary heavy cavalry units, useful for turning flanks. If you see Arthur or Ambrosius as Romano-British cavalry commanders, several units of Equites are more than appropriate for this army.

While we're on the subject of characters, don't feel obliged to field as many as possible. Man of the People and Born to the Purple are useful for boosting leadership across the whole army, thus removing the need to have a character in each unit. Tribunes can be useful generals in smaller games, but may not be worth the trouble in a large battle. Although the Dux and Comes are respectable fighters, don't expect to win too many single combats! Your advantages come through superior organization and equipment, and it really isn't the Roman way to try to settle everything by fighting a hairy, sweaty barbarian chieftain in man-to-man combat. If you really feel the need to scrap it out in heroic single combats, for God's sake employ a hairy, sweaty barbarian champion of your own (such as an allied Saxon Atheling or British Tiern), and let them do it for you!

And finally, a note from one of our playtesters: I love playing the Romano-Britons, but the drawback of this army is that you can get sucked into playing too defensively – sometimes you may lack the resources to go on the offensive, especially in some of the scenarios. Always give at least one unit throwing spears, and be careful not to let your opponent dictate the pace of the game. All of the other army lists in this book have their heirs in *Shieldwall*, but this is your last chance to play those cool Romans. Don't miss it!

THE ARMY OF VORTIGERN

⊠⊠⊠⊠⊠⊠ A Romano-British Civitates army ⊠⊠⊠⊠⊠

> *'My enemies harass me on every side; if you will share with me the hardship of my battles, then I will welcome you in all honour to my kingdom and enrich you with gifts of all sorts and grants of land.'*
>
> – Vortigern to Horsa and Hengist,
> from the Historia Regum Britanniae

We have used Geoffrey of Monmouth's *History of the Kings of Britain* and other sources as inspiration for this small sample force for the Romano-British Civitates. Geoffrey vividly describes how, beset by Pictish raiders and British opposition, Vortigern employed the Saxon freebooters Horsa and Hengist to bolster his forces and mount a victorious campaign against the Picts around 429 AD. Although Geoffrey's work is clearly embellished and historically unreliable, it still provides an entertaining and compelling portrait of a corrupt Romano-British usurper hanging on to power through his Saxon allies – who eventually betray and ruin him. Unsurprisingly, this army uses the Age of Vortigern variant of the Romano-British Civitates list.

CHARACTERS – 375 points

Vortigern, Ruler of the Britons – 152 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Magnate	7	4	3	3	3	3	4	2	9	152

Equipment: Sword, throwing spear, shield, light armour and horse.

Special Rule: Army General.

Character Advantages: Vortigern has the following Character Advantages:

Finest Armour (+15 pts)
Finest Horses (+20 pts)

As Geoffrey does not describe Vortigern as a military man, we have imagined him as a powerful magnate instead, who can afford to equip his commanipulares with the best armour and horses.

Vortimer, Vortigern's Eldest Son – 150 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribune	4	5	4	4	3	2	5	2	9	150

Equipment: Sword, javelins, throwing spear, shield, light armour and horse.

Character Advantages: Vortimer has the following Character Advantage:

Fearsome Blow (+20 pts)

Vortimer was Vortigern's eldest son, and is supposed to have fought successfully against the Saxons after the treachery of Horsa and Hengist. Geoffrey claims that he was eventually poisoned by his Saxon stepmother.

Categirn, Vortigern's Second Son – 73 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Decurio	4	4	4	3	3	2	4	2	8	73

Equipment: Sword, shield, light armour, horse.

Special Rule: Army Standard Bearer.

Categirn was younger than Vortimer and may therefore have served in a more junior role – we have imagined him as Vortigern's battle standard bearer, perhaps carrying a Roman Draco or Vexillum. After the Saxon revolt, Categirn dies in single combat against Horsa at the Battle of Epiford according to Geoffrey

TROOPS – 573 points

Vortigern's Guard – 8 Commanipulares + Leader, Standard & Musician – 215 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted Commanipulares	7	4	4	3	3	1	4	1	8	25

Equipment: Sword, throwing spear, javelins, light armour and shield.

Special Rule: Light Cavalry.

Despite securing the services of Horsa and Hengist to do the bulk of his fighting, Vortigern undoubtedly retained a loyal bodyguard of veteran warriors.

24 Pedyt with Leader, Standard and Musician – 159 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pedyt	4	2	3	3	3	1	2	1	6	6

Equipment: Armed with thrusting spear and large shield.

Special Rule: May form Shieldwall.

24 Pedyt with Leader, Standard and Musician – 159 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pedyt	4	2	3	3	3	1	2	1	6	6

Equipment: Armed with thrusting spear and large shield.

Special Rule: May form Shieldwall.

10 Rustici slingers – 40 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peasant	4	2	3	3	3	1	2	1	5	4

Equipment: Armed with sling.

Special Rule: Skirmishers

SAXON ALLIES – 547 points

Hengist, Saxon Freebooter – 118 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Atheling	5	5	4	4	4	2	5	2	8	118

Equipment: Armed with sword, javelins, light armour and saxon buckler.

Character Advantages: Hengist has the following Character Advantage: Hail of Blows (+20 pts)

Hengist was a mighty warrior and cunning politician. Geoffrey describes him as a 'natural leader', as might have been any Saxon warlords bold enough to travel to Britain in this period. According to Geoffrey, after many prolonged battles with the Britons, Hengist was defeated and executed near York.

Hengist's Sea Wolves – 24 Geoguth with Leader, Standard and Musician – 183 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Geoguth	5	3	3	3	3	1	3	1	5	7

Equipment: Armed with throwing spears, javelins, hand weapon and saxon buckler.

Special Rules: Light Troops, Fierce, and subject to Warband rules 1 and 2.

Horsa, Brother of Hengist – 63 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thegn	5	4	4	4	4	2	4	2	7	63

Equipment: Armed with sword, javelins, light armour and saxon buckler.

Horsa seems to have been the younger of the two brothers, and might therefore have commanded a smaller warband. Geoffrey describes how Horsa and Categirn slew one another in single combat during the Battle of Epiford.

Horsa's Warband – 24 Geoguth with Leader, Standard and Musician – 183 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Geoguth	5	3	3	3	3	1	3	1	5	7

Equipment: Armed with throwing spears, javelins, hand weapon and saxon buckler.

Special Rules: Light Troops, Fierce, and subject to Warband rules 1 and 2.

Total: 1,495 points (119 models)

WARGAMING ARTHUR IN HISTORY

There is absolutely no concrete evidence that 'King' Arthur ever existed, and it is unlikely that any such evidence will come to light. However, in spite of this, most gamers (including the authors) will want to create an 'Arthurian' army. What we have attempted to do in this book is to use the evidence that we do have for the 5th and 6th centuries in order to suggest a viable background in which we can place our miniature armies and wargames. So, based on the ephemeral sources we do have, how could you go about devising an army that, if not 'provable' is, at least, historically plausible?

The multitude of theories about the 'real' Arthur boils down to some common threads, largely because they must rely on the same small pool of information. There is a general agreement that, if Arthur existed, then he lived in the late 5th or early 6th Century. Most theories attempt to date or place Arthur based on the list of twelve battles attributed to him in the *Historia Brittonum*, a collection of medieval documents of dubious provenance, pertaining to post-Roman Britain. The list of battles reads thus:

> 'Then, in those days, Arthur fought against them with the kings of the Britons, but he was the leader of battles.
>
> The first battle was at the mouth of the river Glein.
>
> The second and third, and the fourth, and the fifth, were on the river that is called Dubglas, and is in the region of Linnuis. The sixth battle was on the river that is called Bassas.
>
> The seventh was the battle in the Caledonian Forest, that is Cat Coit Celidon.
>
> The eighth was the battle of Castell Guinnion, in which Arthur carried the image of the holy Mary, perpetual virgin, on his shoulders and the pagans were turned over in flight on that day, and a great slaughter was made of them through the power of our Lord Jesus Christ and through the power of the Holy Virgin Mary his mother.
>
> The ninth battle was enacted in the town of the legion.
>
> The tenth battle was enacted in the bank of the river that is called Tribruit. The eleventh battle was made on the hill that is called Agned.
>
> The twelfth was the battle of Mount Badon, in which 960 men were overthrown in one day in a single charge by Arthur, and no one laid them low other than him, and in all battles he was seen to be victor.'

On the face of it, this looks like a comprehensive description of the campaigns of Arthur. Unfortunately the document cannot be firmly dated and, as it is the style of a heroic poem, there may be little or no truth in it. The number twelve is likely to be a poetic device and so extra battles may have been added, or others omitted to get to the 'magic number'. Of course, these doubts have not stopped the speculation and authors and historians have variously identified the sites mentioned as being in Scotland, Northern England, the Midlands, the South-East, East Anglia, Kent, Wales or a combination of them all, and books describing the various theories are widely available. The only

sites that seem to attract a consensus of agreement are the 'Wood of Celidon' and the 'City of the Legion', the former being the Caledonian wood in southern Scotland and the latter being either Chester or Caer Leon. Ultimately, it is up to the individual to look at the available sources and draw their own conclusions, but here we have endeavoured to give some guidance on how you may depict Arthur and his men on the wargames table.

ARTHUR THE ROMANO-BRITISH WARLEADER

None of the surviving genealogies of the British and Welsh kings mentions Arthur. He is described in the *Historia Brittonum* as 'dux bellorum' ('leader of battles') and in the elegy for the fallen Prince Gereint of Dumnonia as 'ameraudur, llywiaudir llawur' ('emperor, battle ruler'). This is taken by some to mean that Arthur was not a king, and he is viewed as leading the last remnants of Roman Britain in an effort to halt the encroachment of Anglo-Saxon barbarism. In the historical background section of this book, we have suggested a Romano-British enclave surviving between Cirencester and Wroxeter and it would be sensible to see a Roman Arthur as the military leader of this group. Ambrosius is also mentioned as a possible candidate for a Dux Bellorum based in the south-east, which would support the alternative theories for a 'Roman Arthur' including a base of operations in Essex, and even extensive campaigning in Kent!

On the wargames table these possibilities would translate to a powerful general leading a Romano-British army, using the Twilight of *Britannia* variant of the Romano-British *Civitates* army list. Character advantages such as Born to the Purple or Man of the People are tailor-made for depicting a 'last leader of the Romans' such as Ambrosius. There are also the Character Advantages such as Knight Commander and Professional, which can combine to lead a very powerful mounted unit of Commanipulares. Add to this perhaps a Tribune with Finest Horses or Finest Armour, equip them with thrusting spears, and you have a truly dangerous mounted unit. The Commanipulares could be supported by Equites, and definitely by Pedyt and Milites, whose job would be to hold the enemy to allow Arthur's cavalry to deliver the hammer blow in a devastating flank or rear attack. Frankish, Saxon, British or Scots-Irish allies would be equally plausible for this army depending on where you see its theatre of operations.

ARTHUR THE BRITISH KING

The absence of Arthur from the genealogies can be explained if 'Arthur' was a nick-name, and the real man is recorded under a different name. The title 'Arthur' has been suggested to have a number of different meanings, the most commonly quoted being 'bear', perhaps alluding to physical strength or ferocity – and the Welsh poetry largely remembers Arthur as a powerful warrior, if nothing else. If Arthur was a king then this places him in a kingdom, rather than leading a Romanised society. As we have described in the historical background, there were powerful British kingdoms in western Britain and these all offer possibilities for being Arthur's seat of power. Claims for the location of Arthur's kingdom abound from Cornwall, Devon, Somerset, Wales, the Midlands, northern Britain and even southern Scotland.

If you see Arthur as a British king, one of the variants from the British and Welsh Kingdoms list will be the one to use – the British Kingdoms list variant has the most powerful infantry, but some of the later lists offer alternatives which may better fit your ideas about Arthur and his men (for example, The Welsh Kingdoms in the North portrays the Combrogi as light infantry, and allows the Mounted Raider Character Advantage to be taken for free – useful if you plan to field a number of mounted units). Arthur himself would be portrayed as a Rex. Fighting mounted, the Character Advantages Mounted Raider and Javelin Hurling would perhaps best portray the fighting style described in *The Gododdin*; on foot, Loyalty or Man of the People will boost morale and strengthen the battleline. Individual close combat Character Advantages such as Fearsome Blow and Hail of Blows are useful for your heroes, who will need to be able to fight and win single combats. Arthur and his Teulu would be supported by a good number of Combrogi, and also allies such as Scots-Irish, Picts and Saxons, depending on where you see his area of operations.

ARTHUR LE ROI

An intriguing possibility is that Arthur campaigned in Gaul. Contemporary records from Gaul mention a British or Breton king known as 'Riothamus' leading a force of warriors to support the remaining Roman army in Gaul against the invading Visigoths. Like 'Dux Bellorum', it is possible that 'Riothamus' was a title rather than a personal name. The date for this activity is in the 460s AD, earlier than is accepted for Arthur in most theories, but not impossible if we assume that the activities of several individuals were combined to create the myth of an 'ideal' British leader.

There are several options available to the gamer who wishes to recreate this particular vision of Arthur. You could either use the Brittany variant from the Romano-British Civitates list if you believe that Riothamus was a Breton, or one of the other Romano-British options if you feel he was a Romanised warlord leading an army across the Channel (see Arthur the Romano-British Warleader above for more army and character suggestions). Alternatively, if you think he was a

king or native warlord recruited by the Romans in Gaul as an ally, the British Kingdoms list will be the one to use. The Bretons ended up with a reputation as light horsemen of extremely high quality, so perhaps this is how Riothamus fought? In this case, units of mounted troops led by characters with advantages such as Javelin Hurling or Mounted Raider would be more than appropriate.

ARTHUR THE WELSH WARLORD

Another option draws heavily upon early Medieval Welsh texts such as the *Annales Cambraie*, *The Black Book of Carmarthen*, *The Welsh Triads* and Aneirin's heroic poem *The Gododdin*. Although not histories as such, all of these contain references to Arthur, his battles and court, and characters and places related to him. From these, it has been possible to reconstruct an Arthur who was active around 500 – 542 AD in the area of North Wales; he was a Welsh warlord, not a king, but contemporary with Gildas's *De Excidio Britanniae*, and possibly even in the service of 'the Dragon of the Island', Maelgwyn of Gwynedd. It has been proposed that all his battles were fought within Wales against other Welsh and Britons, and that he perished in a family feud. For more information on the Welsh Arthur, see Appendix 1: The Battle of Camlan.

If you favour this interpretation of Arthur, we would recommend using The British Kingdoms army list variant. Arthur would be best depicted as a Rex (although not a king, he comes across as a formidable warrior, and may have served Maelgwyn as Penteulu, the leader of his personal warband). Arthur could have the Character Advantages Fearsome Blow and Man of the People, or perhaps Knight Commander if you saw him as a dangerous opponent on horseback. Arthur could be supported by his followers Cai, Bedwyr and Gwalchmai (as Tierns), and his warriors would best be portrayed by a mixture of mounted and dismounted Combrogi. Allies could quite plausibly include Scots-Irish.

So, last torch-bearer of Roman civilisation, skull-cleaving Welsh king, continental crusader, or something else? The choice is yours...

AMBROSIUS AND THE BATTLE OF MOUNT BADON

AMBROSIUS

Ambrosius is unique in being the only immediately post Roman figure identified by name by Gildas, who writes the following concerning the Britons who survived the Saxon revolt:

'God strengthened the survivors and a miserable contingent gathered round them from all parts... to avoid total destruction they took arms under the conduct of Ambrosius Aurelianus, a modest man, who of all the Roman nation was by chance left alive. His parents, who for their merit were adorned with the purple... had been slain. To them [the Britons] the Lord granted victory.'

To Gildas, Ambrosius Aurelianus represents the last defender of the ideal of *Romanitas* – the Roman way of life. There is dispute over the significance of his parents being adorned with 'the purple'. This is generally taken to allude to senatorial or even imperial rank within Roman society, but another view, based on Gildas' use of 'purple' elsewhere meaning 'bloody', is that it means they were massacred in the revolt. Either way, Ambrosius is a believable leader of Romano-British resistance in the face of an Anglo-Saxon revolt. Based on the evidence of the *Gallic Chronicle*, we would suggest that this revolt occurred around 441 AD in the south-east of Britain.

Ambrosius also qualifies for a mention in the *Historia Brittonum*. This document dates from a couple of centuries later than Gildas, and its accuracy can be doubted; however, the following passage is of interest:

'From the beginning of Vortigern's reign to the quarrel between Vitalinus and Ambrosius are twelve years, which is Guoluppum, that is the Battle of Guoloph.'

The site of this battle is Wallop, Hampshire in southern Britain and possibly indicates a civil war between two British factions. The date would be around 437 AD if we accept the dating of Vortigern's accession to 425 AD, but we must remind ourselves of the unreliability of any dates associated with the Arthurian Age. There is no certainty that the two passages refer to the same figure, but it seems not unreasonable to conclude that a powerful Romano-British figure called Ambrosius led a military force in Britain in the second quarter of the 5th Century.

How best to recreate the army of Ambrosius will depend on the opinion of the gamer, but we would recommend using the 'Twilight of *Britannia*' option from the Romano-British *Civitates* army lists in this book. Ambrosius himself should perhaps have the Character Advantage Man of the People or Born to the Purple to indicate his high status and leadership. The core of the army could be decent quality troops such as Milites and Equites, and other Character Advantages used should represent a force still bound by the discipline of regular troops both well-armed and mounted. As the size of the army increases, it should be 'bulked out' with lower

quality units of Pedyt to represent the limited resources Ambrosius would have had access to, but no allies should be taken. An 'Age of Vortigern' army would represent Ambrosius's traditional opponent in a British civil war from the Romano-British lists, probably heavily reinforced with Saxon mercenaries! See page 30 for a sample army list to represent Vortigern's forces during this period.

THE BATTLE OF MOUNT BADON

Following on from his mention of Ambrosius, Gildas goes on to say:

'After this, sometimes our contingent, sometimes the enemy won the field... until the year of the siege of Badon Hill, almost the last but not the least slaughter of our cruel foes.'

Contrary to some opinions, there is no reason to believe that Ambrosius was necessarily the British leader at Badon. Of course, there is no reason to conclude that he definitely wasn't either! Gildas could be describing a long or a short period of conflict – we simply do not know.

Attempts to date Badon are as problematic as all Arthurian dating. In an obscure passage, Gildas seems to write that Badon occurred in the year he was born, about 44 years before he is writing. However, this passage has been the subject of much debate and could actually mean that the siege occurred 44 years after the coming of the Saxons. Given that we cannot accurately date either the arrival of the Saxons or when Gildas wrote, this does not help us very much. Arguments of varying credibility can be made for Badon occurring any time in the last quarter of the 5th Century or the first quarter of the 6th. For any but the earliest dating, it is extremely unlikely however that Ambrosius was still around to lead the Britons, although some theories have suggested that Ambrosius was actually two people – a father, who fought Vortigern at Guoloph in 437 AD, and his son who led the Britons against the Saxons in the last decades of the 5th Century! We simply do not know.

Badon is also mentioned in the *Historia Brittonum*, whose list of 12 battles claims Arthur was the leader of the Britons at the siege. This is supported in the *Welsh Annals* that also name Arthur as the commander and claim that the siege lasted three days and three nights. As both documents are far from contemporary with Arthurian events, it is likely that one derives from the other, or both from a third, unknown source. The claims of the *Historia Brittonum* that Arthur killed 960 men in a single charge at Badon seem fantastic, but if we see past this heroic exaggeration, there may just be a kernel of truth linking Arthur to Badon.

The sources do not indicate where Badon Hill was located. The literal translation of *Mons Badonicus* indicates a single hill in the vicinity of 'Badon'. Many commentators have noted that medieval scribes may have confused the letter 'd' with a
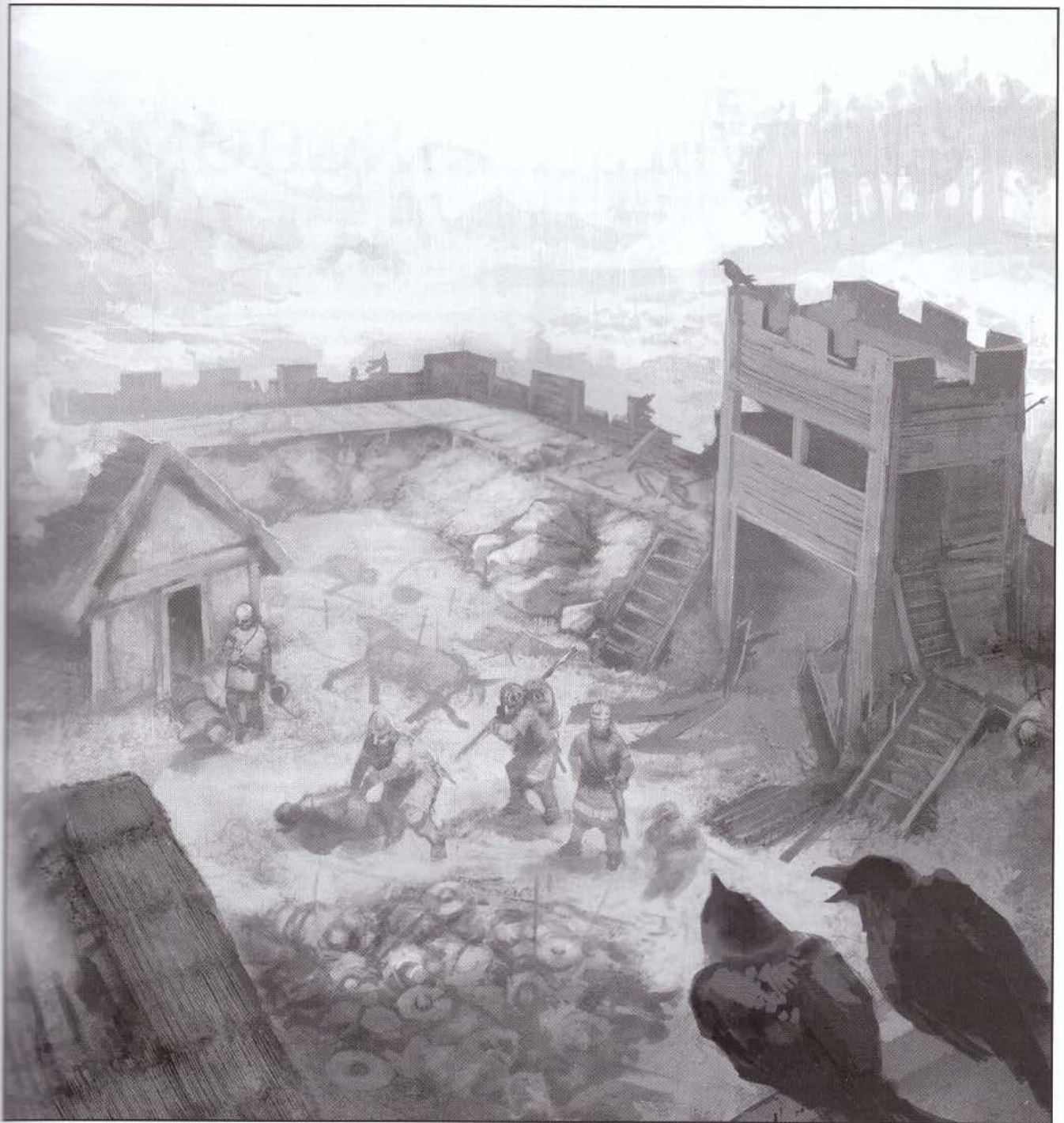
symbol used to represent the sound 'th' and that the pronunciation would then be 'Bathon'. This is commonly taken to identify the site of the battle as being near Bath, although a number of other locations have been suggested including the several Badburys located in south-west Britain. The authors favour Solsbury Hill at Batheaston; this steeply-sided triangular hillfort overlooking the Roman city of Bath, could easily be held by a small army of this period, and is in a key position to defend both the road leading into Bath from the east and the river crossing on the Avon. Unless an archaeologist or metal detector enthusiast stumbles over the grave pit of a large battle at one of these sites, we will never know the truth. However, there is a general consensus that Badon lies in the south-west and the Britons were besieged by Saxon forces who initially trapped them on a hill, but were

later defeated by a British counter-attack or relieving force. Some sources mention that seven Saxon kings were killed in the battle. The scale of the British victory perhaps maintained their security from the Saxons for a generation, but did not spare the survivors from internecine strife nor enable them to recover land already lost; as Gildas tells us:

'And yet neither to this day are the cities of our country inhabited as before, but being forsaken and overthrown, still lie desolate; our foreign wars having ceased, but our civil troubles still remaining.'

To help readers who would like to recreate Badon on their tabletop, we have included both a battle scenario (see page 112) and a multi-game campaign (see page 131) in this book.

THE BRITISH AND WELSH KINGDOMS

*'Gododdin's warband on rugged horses, swan-white steeds, fully harnessed,
Fighting for Eidi's treasure and mead.
On Mynyddawg's orders shields were splintered,
Sword-blades fell on white faces,
Battle they loved, generous in warfare: they bore no shame, men who stood firm.'*

– Aneirin, The Gododdin

Powerful kings controlled trade and commerce, waged war upon their neighbours, and replaced the power vacuum left by the Romans.

This army list seeks to cover any kingdoms of mainly British or Welsh culture during the period 400 – 790 AD. These British kingdoms – including Rheged, Gwynedd, Alt Clut (Strathclyde), Gododdin, Elmet, Dumnonia, Powys and Dyfed (Demetia) amongst their number – appear to have developed a heroic culture more in common with their Celtic ancestors than their Roman neighbours, although they probably used a curious mixture of British and Latin titles. In time, their people started calling themselves 'cymry' (fellow countrymen) – whereas their Saxon opponents knew them by their common name of 'Welsh' ('foreigner'). Slowly but surely, their borderlands fell under Saxon rule and once-mighty kingdoms such as Elmet and Gododdin disappeared from the pages of history. Strathclyde and Rheged continued in the north, but the Welsh kingdoms of Powys and Gwynedd gradually retreated from the threat of Mercia and Northumbria, which was sealed towards the end of the 8th Century with the building of Offa's Dyke 'from sea to sea'.

OVERVIEW

While many of the Romano-British Civitates continued their Romanised lifestyle well into the 5th Century, other areas of Britain were noticeably different. Never fully Romanised, they had long retained their distinctly British identity. Now, with the grip of the Empire slackening, the aristocrats of the highlands came back into their own. No longer subservient, they re-fortified their ancient sites of power – the hillforts – and started an 'Age of Tyrants'.

CHRONOLOGY

380s AD	Magnus Maximus organises defence of Britannia before leaving for Gaul.
407 AD	The last Roman legions leave Britain.
450s AD	King Ceretic of Strathclyde mounts raids on Ireland.
460 AD	Battle of Richborough. Saxons defeated by Britons.
500 AD	Battle of Mount Badon. Saxons defeated by Britons.
508 AD	West Saxons defeat King Natan-leod in the New Forest.
542 AD	Traditional date of the Battle of Camlan, 'where Medraut and Arthur both fell'.
540s AD	Gildas writes 'On the Ruin of Britain'.
552 AD	Battle of Salisbury. Britons defeated by West Saxons.
577 AD	Battle of Dyrham, near Bath. Saxons defeat three British kings.
580 AD	Rhydderch Hen king of Strathclyde.
590 AD	Urien, king of Rheged, drives Saxons back to Lindisfarne but is assassinated.
600 AD	Battle of Catraeth. Britons of Gododdin defeated by Angles of Bernicia.
616 AD	Battle of Chester. Selyf 'Battle Serpent', king of Powys defeated and killed by Saxons
620s AD	Kingdom of Elmet falls to Northumbria. King Ceretic is killed in battle.
633 AD	Battle of Hatfield Chase. Cadwallon, king of Gwynedd, kills Edwin and lays waste to his kingdom of Northumbria.
634 AD	Battle of Heavenfield. Cadwallon defeated and killed by Oswy.
643 AD	King Domnall Brecc of Dalriada is killed in battle against the Britons of Strathclyde.
655 AD	Battle of Winwaed. Cadafael 'Battle Shirker' of Gwynedd withdraws his men on the eve of battle, leaving his ally, Penda of Mercia, to be defeated and killed by Northumbrians.
682 AD	Death of Cadwaladr, king of Gwynedd and son of Cadwallon.
711 AD	Battle of Longport. Geraint, king of Dumnonia, is killed by West Saxons.
750 AD	Battle of Mocetauc. Strathclyde inflicts a heavy defeat on the Picts and slays the Pictish king's brother, Talorgan.
798 AD	King Caradog is killed defending Gwynedd against Mercians.

ARMIES OF THE BRITISH AND WELSH KINGDOMS

We are hard-pressed for information on the Britons and Welsh of this period: there are few historical records, but there is a wealth of useful information in the form of surviving heroic poetry, tales and Welsh triads. Later Welsh texts can be used to fill in the gaps, although we must be careful to remember that many centuries separate the two.

Any army would be based around the Teulu, the king's personal warband. As professional warriors they were expected to fight and die to protect their lord; indeed, the Welsh Bards made sure to list 'The Three Faithless War-Bands of Britain' in a triad as a reminder to the duty of the Teulu! Skills of weapon handling and strength were clearly important – Welsh heroic poetry makes repeated references to the feat of breaking an enemy's shield. Swords may have been more common than is sometimes thought, although they remained a prestige weapon throughout the period. Spears were the most common weapon, and the ability to throw a javelin was highly regarded, especially from horseback – as told by one of the stanzas of *The Gododdin*:

'It was true, as Catlew told: no man's horses could catch Marchlew. He hurled spears in a battle from a leaping steed.'

An army larger than a small raiding force would require other warriors, which would be made up mainly of spearmen, whom we have referred to as Combrogi (fellow countrymen).

Although the Welsh and Britons loved to emphasize their 'Roman' heritage, it is unlikely that large oval or round Roman-style shields were ever used in the highlands; the evidence suggests that round shields around 60cm in diameter were the norm, perhaps painted white or red. Many warriors may have ridden to battle, especially in the north, where the kingdom of Gododdin seems to have had a strong tradition of fighting mounted. Later armies may have featured fewer horsemen, as the Welsh of Powys and Dumnonia lost some of their best horse-grazing areas to Saxon expansion.

The Welsh developed a reputation as guerrilla fighters and it seems more than likely that any reasonable-sized force would have featured some warriors supporting as slingers, javelinmen or archers. The sling was probably the most common missile weapon, closely followed by light javelins or throwing spears. Welsh archery has received unwarranted publicity in popular history; the Welsh bow is often lauded as a kind of 'super-weapon' and the ancestor of the so-called English longbow! This is outside the scope of this book and our period, so it will, we hope, suffice to say that any bows in use were few and relatively weak, and that the main fighting would be done by spearmen.

'Because of wine-feast and mead-feast they departed, mail-clad men, I know death's anguish. Before their grey hairs came their slaughter. Of Mynyddawg's men, great is the grief; of three hundred warriors, only one returned.'

– Aneirin, Y Gododdin

ARMY COMPOSITION

Units of Teulu and Combrogi may have a Leader (+5 pts), Musician (+5 pts) and a Standard (+5 pts).

THE BRITISH KINGDOMS

This list covers the immediate heirs of the Romans until the fall of the lowlands to Saxon influence. These kingdoms seem to have been powerful enemies, led by warlords capable of raising well-armed and mounted warbands.

Characters: Up to 33% of the points value of the army may be spent on characters. The army may be led by a Rex, or a Tiern upgraded to Army General.

A Rex or Tiern in a British Kingdoms army may select from the following Character Advantages:

Boats (+10 pts)	Fearsome Blow (+20 pts)
Finest Armour (+15 pts)	Finest Horses (+20 pts)
Hail of Blows (+20 pts)	Javelin Hurling (+10 pts)
Knight Commander (+20 pts)	Loyalty (+40 pts)
Man of the People (+40 pts)	Mounted Raider (+20 pts)
Piercing Dart (+5 pts)	Veteran (+10 pts)

Common warriors: At least 33% of the points value of the army must be spent on Teulu and Combrogi.

Uncommon warriors: Up to 20% of the points value of the army may be spent on Pagenses.

Allies: Up to 25% of the points value of the army may be spent on allies from **one** of the following army lists:

The Scots-Irish – Choose from Scotti Raiders and Settlers or Dalriada. Units of Ceithern may be taken. Each unit of Ceithern may be led by 0-1 Curadh or 0-1 Toiseach.

The Saxons – Choose from The Sea Raiders or Early Anglo-Saxon Kingdoms. Units of Geoguth and Duguth may be taken. Each unit may be led by 0-1 Atheling or 0-1 Thegn.

Special Rules:
All Teulu and Combrogi units on foot lose their Light Infantry status and are counted as ordinary 'heavy' infantry, ie, with up to a +3 rank bonus in combat. Mounted Teulu and Combrogi remain as Light Troops.

Mounted Combrogi may exchange their Ponies for Horses for +3 points per model.

THE WELSH KINGDOMS IN THE WEST

This list covers Welsh kingdoms in the west of Britain (ie, roughly the area of modern Wales) from the loss of the lowlands to the Saxons. These kingdoms – Gwynedd, Powys, Dyfed, Gwent and others – were renowned for their internecine warfare and seem to have adapted to the loss of their lands by adopting guerrilla tactics. However, Cadwallon of Gwynedd had a run of victories against the Saxons in the 7th Century, so they were obviously not ineffective warriors – for this reason, we have allowed them thrusting spears.

Characters: Up to 33% of the points value of the army may be spent on characters. The army may be led by a Rex, or a Tiern upgraded to Army General.

A Rex or Tiern in a Welsh Kingdoms in the West army may select from the following Character Advantages:

Fearsome Blow (+20 pts)   Hail of Blows (+20 pts)
Javelin Hurling (+10 pts)   Mounted Raider (+20 pts)
Piercing Dart (+5 pts)   Veteran (+10 pts)

Common warriors: At least 33% of the points value of the army must be spent on Teulu and Combrogi.

Uncommon warriors: Up to 25% of the points value of the army may be spent on Pagenses.

Allies: Up to 33% of the points value of the army may be spent on allies from **one** of the following army lists:

The Scots-Irish – Choose from Scotti Raiders and Settlers or Dalriada. Units of Ceithern may be taken. Each unit of Ceithern may be led by 0-1 Curadh or 0-1 Toiseach.

The Saxons – Choose from Early Anglo-Saxon Kingdoms or Later Anglian Kingdoms of the Heptarchy. Units of Geoguth, Duguth and Ceorls may be taken. Each unit may be led by 0-1 Atheling or 0-1 Thegn.

Special Rules:
• All units of Teulu, Combrogi and Pagenses in the army are subject to *Run for the Woods*.

• Teulu and Combrogi fighting on foot may choose thrusting spears instead of throwing spears (Teulu may exchange for no cost; Combrogi may take thrusting spears +1 pt).

• Pagenses may use the Concealment special rule.

THE WELSH KINGDOMS IN THE NORTH

This list covers surviving Welsh kingdoms in the north of Britain from around 500 AD onwards, including those of Rheged, Strathclyde, Gododdin and perhaps Elmet. These northern kingdoms were neighbours with the Picts, the Angles of Northumbria and the Scots-Irish of Dalriada. If the heroic poem *The Gododdin* is to be believed, they favoured mounted warfare.

Characters: Up to 33% of the points value of the army may be spent on characters. The army may be led by a Rex, or a Tiern upgraded to Army General.

A Rex or Tiern in a Welsh Kingdoms in the North army may select from the following Character Advantages:

Fearsome Blow (+20 pts)
Finest Horses (+20 pts)
Goad (+15 pts)
Hail of Blows (+20 pts)
Javelin Hurling (+10 pts)
Mounted Raider (may be taken for no points cost)
Piercing Dart (+5 pts)
Veteran (+10 pts)

Common warriors: At least 33% of the points value of the army must be spent on Teulu and Combrogi.

Uncommon warriors: Up to 25% of the points value of the army may be spent on Pagenses.

Allies: Up to 33% of the points value of the army may be spent on allies from **one** of the following army lists:

The Scots-Irish – Dalriada. Units of Ceithern may be taken. Each unit of Ceithern may be led by 0-1 Curadh or 0-1 Toiseach.

The Saxons – Choose from Early Anglo-Saxon Kingdoms or Later Anglian Kingdoms of the Heptarchy. Units of Geoguth, Duguth and Ceorls may be taken. Each unit may be led by 0-1 Atheling or 0-1 Thegn.

The Picts – Choose from The Early Southern Pictish Kingdoms or Later Southern Pictish Kingdoms. Units of Pictish Warriors may be taken. Each unit of Warriors may be led by 0-1 Mormaer or 0-1 Champion.

Special Rules:
• All units of Teulu, Combrogi and Pagenses in the army are subject to *Run for the Woods*.

• Mounted Combrogi may exchange their Ponies for Horses (M7) for +3 points per model.

• Pagenses may use the Concealment special rule.

DUMNONIA AND THE SOUTH-WEST

This list covers surviving Welsh kingdoms in the south-west of Britain, including Dumnonia and possibly Kernow, which may have existed as a separate unit. Dumnonia still controlled good horse-raising territory in modern Somerset, so the option to have troops mounted on horses is included. Evidence of continuing trade with the Continent and the Mediterranean has been found in the area – probably a legacy of the Britons who emigrated to Brittany – so a possible contingent of Breton allies has been included in the list.

Characters: Up to 25% of the points value of the army may be spent on characters. A Rex may not be chosen – the army may be led by a Tiern upgraded to Army General instead.

A Tiern in a Dumnonia and the South-west army may select from the following Character Advantages:

Fearsome Blow (+20 pts)
Finest Horses (+20 pts)
Hail of Blows (+20 pts)
Javelin Hurling (may be taken for no points cost)
Piercing Dart (+5 pts)
Veteran (+10 pts)

Common warriors: At least 33% of the points value of the army must be spent on Teulu and Combrogi.

Uncommon warriors: Up to 25% of the points value of the army may be spent on Pagenses.

Allies: Up to 25% of the points value of the army may be spent on allies from **one** of the following army lists:

The Scots-Irish – Scotti Raiders and Settlers. Units of Ceithern may be taken. Each unit of Ceithern may be led by 0-1 Curadh or 0-1 Toiseach.

The Saxons – Later Saxon Kingdoms of the Heptarchy. Units of Geoguth, Duguth and Ceorls may be taken. Each unit may be led by 0-1 Atheling or 0-1 Thegn.

Romano-British *Civitates* – Brittany. Units of Milites and Pedyt may be taken. Each unit may be led by 0-1 Tribune or 0-1 Decurio.

Special Rules:

• All units of Teulu, Combrogi and Pagenses in the army are subject to Run for the Woods.

• Mounted Combrogi may exchange their Ponies for Horses for +3 points per model.

• Pagenses may use the Concealment special rule.

RUN FOR THE WOODS

The Welsh of the Dark Ages seem to have had a reputation for fighting well in the cover of woods and rough terrain. These special rules apply to any unit with Run for the Woods:

Any unit with Run for the Woods may re-roll any failed Leadership or Break test taken in either woods or difficult terrain. Even if the unit is only partially in the woods or difficult terrain, it is still allowed to re-roll the test. A failed Leadership test may not be re-rolled more than once (for example, if the Army Standard is present).

CHARACTERS

0-1 Rex

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	5	6	5	4	4	3	6	3	9	170

Equipment: Armed with sword, javelins and shield. May have light armour (+3 pts) and throwing spears (+4 pts). May be mounted on a horse (M7, +8 pts).

Special Rule: Army General.

Character Advantages: A Rex may select up to two Character Advantages chosen from the relevant army composition section.

The Rex might use the traditional Latin word for king as his title, or maybe style himself 'Protector' (as did Vortipor of Demetia). Whatever he called himself, he would be a hardened warrior and charismatic leader of men.

Tiern

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lord	5	5	4	4	4	2	5	2	8	75

Equipment: Armed with sword, javelins and shield. May have light armour (+3 pts) and throwing spears (+4 pts). May be mounted on a horse (M7, +8 pts).

Special Rules: One Tiern may be upgraded to Army Standard Bearer (+15 pts). If no Rex is taken, then one Tiern may be upgraded to Army General (+25 pts).

Character Advantages: A Tiern may select up to one Character Advantage chosen from the relevant army composition section. If a Tiern is upgraded to Army General, he may select up to two Character Advantages.

Tiern simply means 'king' or 'lord', and would probably be used to describe a prince or noble of royal blood.

Uchelwyr

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	5	4	4	4	4	2	4	2	7	55

Equipment: Armed with sword, javelins and shield. May have light armour (+3 pts) and throwing spears (+4 pts). May be mounted on a horse (M7, +8 pts).

Special Rule: One Uchelwyr may be upgraded to Army Standard Bearer (+15 pts).

Character Advantages: An Uchelwyr is not allowed any Character Advantages.

Uchelwyr is the Welsh word used to describe a lesser noble, many of whom could be found serving in a successful lord's retinue. On the battlefield, they may either have fought with their king or been used to lead their own warbands.

0-1 Sacerdot

	M	WS	BS	S	T	W	I	A	Ld	Pts
Priest	5	4	3	3	3	2	4	2	8	70

Equipment: Hand weapon. May have shield (+2 pts) and light armour (+3 pts). May be mounted on a horse (M7, +8 pts).

Special Rule: Christian Priest

Character Advantages: A Sacerdot is not allowed any Character Advantages.

Despite the images created by Bernard Cornwell, Druids had been eradicated from Britain in the 1st Century AD, and Christianity probably became the dominant religion in the highland kingdoms during the 5th Century AD. The most common religious advisor to accompany the Tiern or Rex into battle would therefore have been a man of God.

0-1 Bard

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bard	5	4	4	4	3	2	4	2	7	65

Equipment: Armed with sword, javelins and shield. May have light armour (+3 pts) and throwing spears (+4 pts). May be mounted on a horse (M7, +8 pts).

Special Rule: Bard

Character Advantages: A Bard is not allowed any Character Advantages.

Given the heroic and largely oral culture of the Cymry, it is perhaps inevitable that they would have been accompanied to the battlefield by a bard. Some bards were also renowned warriors in their own right.

TROOPS

0-1 Teulu

	M	WS	BS	S	T	W	I	A	Ld	Pts
Teulu	5	4	4	4	3	1	4	1	6	14
Mounted Teulu	7	4	4	4	3	1	4	1	8	24

Equipment: Armed with sword, throwing spear, javelins and shield. Mounted Teulu have horses. May have light armour (+3 pts).

Special Rules: Teulu on foot are Light Troops, and subject to Warband rules 1 and 2. Mounted Teulu are Light Cavalry.

Teulu (pronounced 'taily') is the old Welsh word for 'family' and was used to describe a noble's personal retinue well into the medieval period. These would be the lord's best warriors, and, if mounted, may have been the foundation of 'King Arthur's Knights.'

Combrogi

	M	WS	BS	S	T	W	I	A	Ld	Pts
Combrogi	5	3	3	3	3	1	3	1	5	6
Mounted Combrogi	6	3	3	3	3	1	3	1	7	13

Equipment: Armed with hand weapon, javelins and shield. May have throwing spears (+1 pt).

Mounted Combrogi have ponies.

Special Rules: Combrogi on foot are Light Troops, and subject to Warband rules 1 and 2. Mounted Combrogi are Light Cavalry.

The Latin word Combrogi (fellow countrymen) is probably the most appropriate term to describe the common warriors of the Britons, as it later evolved into the Welsh word Cymry. Although some Roman arms and equipment may have been used, the Combrogi probably fought as traditional warbands, or as javelin-hurling cavalry if mounted.

Pagenses

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pagenses	5	2	3	3	3	1	2	1	5	4

Equipment: Armed with hand weapon, javelins, sling or shortbow.

Special Rule: Skirmishers

Pagenses (Latin: 'peasants' or 'pagans') would have consisted of men and youths too young or ill-equipped to fight with the Combrogi, instead skirmishing with missiles and hunting weapons. Slings would have been the most common weapon, being cheap to manufacture and easy to find ammunition for.

British and Welsh Names

Aneirin	Cynwal	Idwal
Beli	Derfel	Llywarch
Brochmael	Drustan	Maelgwn
Cadafael	Elisedd	Marchlew
Cadwallon	Gwalchmai	Rhun
Cunedda	Hywel	Tegid
Cynan	Iago	Urien

MODELLING THE UNITS

We are left with painfully few sources for the appearance of British and Welsh warriors, which is perhaps the cause of the recent lack of figure ranges for them! Of the few Welsh ranges that exist, many are targeted at the later rather the early medieval period, although Essex's 15mm range is one of the notable exceptions. Fortunately Gripping Beast have recently entered the fray with a complete range of 28mm Dark Ages Welsh, and many other figures can be pressed into service as 'Welsh' once you know what to look for!

The impression that one gets when looking at the Welsh of this period is that (a) they set great store by their Roman heritage and (b) they had a strong – even stubborn – cultural identity. Britons of the period are referred to as cutting their hair short 'in the Roman style', and Gerald of Wales – admittedly writing in the 12th Century – notes that 'the Welsh crop their hair short and shape it around their ears and eyes'. Gerald also mentions that the Welsh of his time shaved their chins, apart from their moustaches, and that this was a habit that went back to the time of Julius Caesar and earlier.

So, we would expect the average Briton or Welshman of our age to have short hair and perhaps a moustache. Nobles wore jewellery – *The Gododdin* mentions warriors wearing gold neck torcs, and arm-rings have been found at a number of sites in Wales – both of these would have especial significance for warriors, for the giving of gifts was a key bond between lord (often referred to as 'ring-giver') and retainer. Another piece of jewellery mentioned in heroic poetry is the 'tallaith' – probably a gold circlet worn on the head. Although we do not know exactly what a tallaith looked like, its significance was similar to a neck-torc and it may even have been worn over a helmet.

Armour was restricted to nobles and Teulu, although not all will have worn it – perhaps three-quarters of noble warriors would have had some sort of armour. Heroic poetry sometimes refers to armour as 'blue', which could either be interpreted as the blue-grey colour of mail, or the sky being reflected in a well-polished helmet; either way, we are clearly dealing with metal armour. Scale or lamellar armour was also known, as was leather, although the latter leaves no archaeological traces. The few helmets that were in use may have been copied from Roman styles, or, perhaps later, sourced from Saxon neighbours.

Some Late Roman cavalry units wore yellow-dyed horsehair crests on their helmets, and it is possible that these may have been copied by British horsemen. Horses of all kinds were admired by the Britons, but those of a white hue seem to have been the most desirable – so perhaps your noble warriors should be mounted on white or grey steeds.

Clothing for both Combrogi and Teulu would be a tunic and perhaps a cloak. Short, three-quarter length trews may also have been worn. Shoes were probably worn by wealthier Combrogi, although there are many references to Welsh in later times going bare-footed.

Both cloaks and tunics could be striped or checked in the Celtic style, although not with the complexity of the tartans of well over a thousand years later! A rich man's tunic or cloak might also feature a woven braid edging to add contrast and ornament.

Shields were universally rounded, made with leather-covered boards and an iron central boss. We have little information about their decoration, although it might be imagined that if they were damaged as often as is indicated by the heroic poetry, there wouldn't be much point in painting them! White (probably coloured with chalk or lime), 'golden' and red are mentioned as common colours. One intriguing reference to shield design is given in the *Historia Brittonum's* account of Arthur's eighth battle at the fortress of Guinion, 'where Arthur bore the image of the Holy Virgin, mother of God, upon his shoulders.' 'Shoulders' is often pointed out as a mistranslation of 'shield', in which case we are dealing with a reference to an ornate Christian shield device. The Late Romans and Byzantines proclaimed their Christian faith in some of their shield designs, so perhaps the Britons did the same. Whatever the case, we personally see nothing wrong with painting nobles' shields with Christian, spiral or animal motifs indicative of Celtic art of the time.

Banners are another sticky area for which we have next to no evidence. The ubiquitous Late Roman *draco* possibly continued in use, and perhaps the rectangular *vexillum* as well. Animal motifs associated with kings and warlords may have been carried on into personal standards – Arthur may mean 'bear'; Maelgwyn of Gwynedd was referred to as 'The Dragon of the Island'; Cunomorus of Cornwall's name translates as 'Hound of the Sea', and Cuneglas of Powys' name means 'Tawny Hound'. It is, of course, pure speculation, but you can produce some spectacular and attractive banners for your toy soldiers using these as inspiration.

WARGAMING TACTICS

Whether you choose to play an army of the British or Welsh Kingdoms, your most important unit will always be the Teulu. These hard-striking warriors are well-motivated and equally dangerous on horse or foot. With a Strength of 4, they can break shields and hew down lesser warriors with ease; so, whatever you do, make sure that the Teulu will fight during the course of your battle, and don't leave their attack too late. This will often mean going on the offensive – if you let your opponent pick and choose which units he is going to attack, he will undoubtedly select your Teulu as one to delay or avoid, while his warriors pick softer targets. Mounted Teulu are still fearsome warriors, and can beat most other elite cavalry units, especially if using the Character Advantage Knight Commander in a British Kingdoms army. They can also fight enemy infantry, but you would do well to support them with a foot unit of Combrogi to give them the additional rank bonus. The results of an unsupported charge on enemy foot can be disastrous – with a few unlucky saving throws, your mounted Teulu could end up reduced to less than five models and fleeing the battlefield... an ignominious exit for your warleader's finest!

The core of your army will be the Combrogi. If armed with throwing spears, they are good all-round warriors. In the British Kingdoms period, they are extremely effective when used in a frontal massed charge – with most of their opponents being light infantry, the +3 rank bonus is a potential game winner. Later on, in the Welsh Kingdoms lists, they become light infantry themselves and may have to resort to less direct tactics to win battles. The Welsh in the West have access to thrusting spears and may therefore be able to fight more sustained combats, but armies chosen from the Welsh in the North and Dumnonia and the South-west will be in need of some tricks and tactics to turn flanks and gain an advantage over the infantry of their enemy.

The ability of your skirmishing Pagenses to use Concealment can be useful here. If you are fortunate enough to be fighting an army subject to Warband rule 2, a well-placed unit of Pagenses to the side of the battle line and an unfortunate dice roll for your opponent could result in him having to impetuously turn a unit to face the skirmishers and therefore exposing a flank to your waiting warriors. The Combrogi's Movement of 5 should also not be dismissed, as you can use their swiftness to try to mount decisive flank charges.

Defending terrain also increases your Welsh Combrogi's chances of success in combat, whether it be a hill or riverbank. The Run for the Woods rule means that woods and difficult terrain will be ideal places for you to fight, although whether you will find an enemy foolish enough to join you remains to be seen! You shouldn't have total control of your battlefield terrain but you will find that having woods and difficult terrain handy will help rally the odd fleeing unit using Run for the Woods. Don't forget that light infantry units can break formation to skirmish, which can be a vital tactic; if facing a formed unit that you're virtually guaranteed to lose against (Saxon Gedriht leap to mind!), you can break your Combrogi into skirmish order and melt into the nearest woods or bushes, and then harass your enemy with javelins instead. The poor saving throws of many troops in this period mean that javelins can be really effective, so don't forget to use them.

Whether you are playing a British or Welsh Kingdoms army, the Combrogi make respectable horsemen with a Leadership of 7 and the option to take throwing spears, so don't be afraid to field a unit or two of mounted warriors – 7-10 models usually works well. They can fight off many other riders of the era and are particularly useful for riding down skirmishers and threatening enemy flanks. The addition of a character with the Character Advantage Mounted Raider can make them into formidable light horsemen, able to draw out an enemy foot unit while weakening them with a constant stream of javelins – this is the fighting style described in the classic British heroic poem, *The Gododdin*, and would be especially suitable for a Welsh Kingdoms in the North army. Even a single small unit of pony-riding warriors can be of use, especially in small scenarios when the extra movement can make all the difference.

The characters available to British and Welsh Kingdoms armies are all good warriors, so you have no need to fear getting into single combat – although be careful not to squander your army general in a moment of heroic bravado (as I have done on many occasions!). On the other hand, when things are getting tough, challenging and killing the enemy general can turn a losing game around, and a Welsh Rex or Tiern is more than capable of pulling this off, particularly if he has a useful Character Advantage like Fearsome Blow, Hail of Blows or Veteran. Characters with Javelin Hurling and Piercing Dart can make good use of their abilities when skirmishing or when charged, and the occasional lucky javelin shot at an enemy character can weaken them in preparation for single combat.

THE ARMY OF CADWALLON OF GWYNEDD

A 7th Century Welsh army

> *'Cadwallon when he went to the Battle of Digoll,*
> *The armies of the Britons with him,*
> *And Edwin on the other side,*
> *And the armies of the Saxon with him,*
> *And the Severn discoloured from source to mouth.'*
>
> *– Welsh Triad,*
> *The Three Discolourings of the Severn*

The career of Cadwallon of Gwynedd is the source for this colourful and aggressive Celtic army with its pagan Saxon allies. Cadwallon became King of Gwynedd in 625 AD upon the death of his father, but was almost instantly forced to flee into exile in Ireland after being pursued by Edwin of Northumbria. Upon his return, he allied himself with Penda of Mercia and went on the warpath, defeating and killing Edwin, marching into Northumbria and slaying the petty king of Deira. Cadwallon's career was brought to an end a year later, when he was defeated and killed at Hexham by Oswald of Northumbria.

This army uses the Welsh Kingdoms in the West variant of the British and Welsh Kingdoms army list.

CHARACTERS – 334 points

Cadwallon, King of Gwynedd – 203 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	5	6	5	4	4	3	6	3	9	203

Equipment: Sword, javelins, light armour and shield.

Special Rule: Army General.

Character Advantages: Cadwallon has the following Character Advantages:

Fearsome Blow (+20 pts)
Veteran (+10 pts)

Cadwallon's fearsome reputation clearly merits the Character Advantages Fearsome Blow and Veteran! We have depicted him fighting on foot with his Teulu, although it is equally possible he could mount up for battle.

Cadwaladr, Prince of Gwynedd – 73 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	5	4	4	4	4	2	4	2	7	73

Equipment: Sword, javelins, light armour and shield.

Special Rule: Army Standard Bearer.

Cadwaladr was Cadwallon's son and became king of Gwynedd after Hexham. We know little of him, although he had a strong military reputation and may have continued the alliance with Mercia. Cadwaladr died of plague later in the 7th Century.

Belyn of Lleyn – 58 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	5	4	4	4	4	2	4	2	7	58

Equipment: Sword, javelins, light armour and shield.

As our only record of Belyn of Lleyn (the Lleyn peninsula in north Wales) is in a Welsh Triad, where he is noted as fighting against Edwin of Northumbria, it does not seem out of character to place him fighting alongside Cadwallon.

TROOPS – 793 points

Cadwallon's Teulu – 20 Teulu + Leader, Standard & Musician – 355 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Teulu	5	4	4	4	3	1	4	1	6	17

Equipment: Sword, throwing spear, javelins, light armour and shield.

Special Rules: Light Troops. Subject to Warband rules 1 and 2. Run for the Woods.

24 Combrogi with Leader, Standard and Musician – 183 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Combrogi	5	3	3	3	3	1	3	1	5	7

Equipment: Thrusting spear, javelins and shield.

Special Rules: Light Troops. Subject to Warband rules 1 and 2. Run for the Woods.

24 Combrogi with Leader, Standard and Musician – 183 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Combrogi	5	3	3	3	3	1	3	1	5	7

Equipment: Thrusting spear, javelins and shield.

Special Rules: Light Troops. Subject to Warband rules 1 and 2. Run for the Woods.

9 Welsh Pagenses – 36 pts

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pagenses	5	2	3	3	3	1	2	1	5	4

Equipment: Hand weapon and sling.

Special Rules: Skirmishers. May use Concealment and Run for the Woods.

9 Welsh Pagenses – 36 pts

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pagenses	5	2	3	3	3	1	2	1	5	4

Equipment: Hand weapon and javelins.

Special Rules: Skirmishers. May use Concealment. Run for the Woods.

SAXON ALLIES – 373 points

Penda of Mercia – 118 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Atheling	5	5	4	4	4	2	5	2	8	118

Equipment: Armed with sword, javelins, light armour and saxon buckler.

Special Rules: Ally. Penda may only command the Mercians.

Character Advantages: Penda has the following Character Advantage:

Hail of Blows (+20 pts)
Penda's Mercians could alternatively be depicted with shields and fighting in a shieldwall, although we have chosen to use them as armed with Saxon bucklers as befits their aggressive reputation. For a larger game, perhaps the Mercians could be fielded as a separate allied army under the command of Penda as a Saxon Cyning.

Penda's Mercians – 30 Duguth with Leader, Standard and Musician – 255 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Duguth	5	3	3	3	3	1	4	1	6	8

Equipment: Throwing spear, javelins, hand weapon and saxon buckler.

Special Rules: Allies. Light Troops. Subject to Warband rules 1 and 2.

Total: 1,500 points (120 models)

THE SAXONS

'They are bold and undaunted in battle. Daring and impetuous as they are, they consider any timidity and even a short retreat as a disgrace. They calmly despise death as they fight violently in hand-to-hand combat, either on horseback or on foot.'

– The Strategikon

OVERVIEW

The Saxons are first referred to in the 2nd Century AD by Ptolemy and appear to have formed as a confederation of smaller, culturally similar tribes living in the area between the River Elbe and the Jutland peninsula in north-west Europe in a manner broadly parallel to that of the Franks further south. Although it may have begun earlier, the first recorded instance of Saxon piracy is in the last quarter of the 3rd Century and from then on their name becomes synonymous with piratical raids along the coasts of northern Gaul and eastern Britain. The reasons for the piracy may have been twofold. Firstly, military success would have been vital to bonding the confederation more strongly, and secondly there is evidence that the expanding Saxon population suffered from a loss of territory attributable to a rise in sea levels sometime after 230 AD. In his book *Dark Age Naval Power*, the maritime archaeologist John Haywood argues convincingly that this ecological event did much to shape the geography, economy and society of coastal north-west Europe in the 3rd Century. By the mid-4th Century not only were the Saxons increasingly frequent coastal raiders, but along with other barbarians, some were being incorporated as mercenaries into Roman forces. The usurper Magnentius recruited Saxons into his army and they (and the Franks) were described by the Emperor Julian as 'the fiercest of the tribes living beyond the Rhine.'

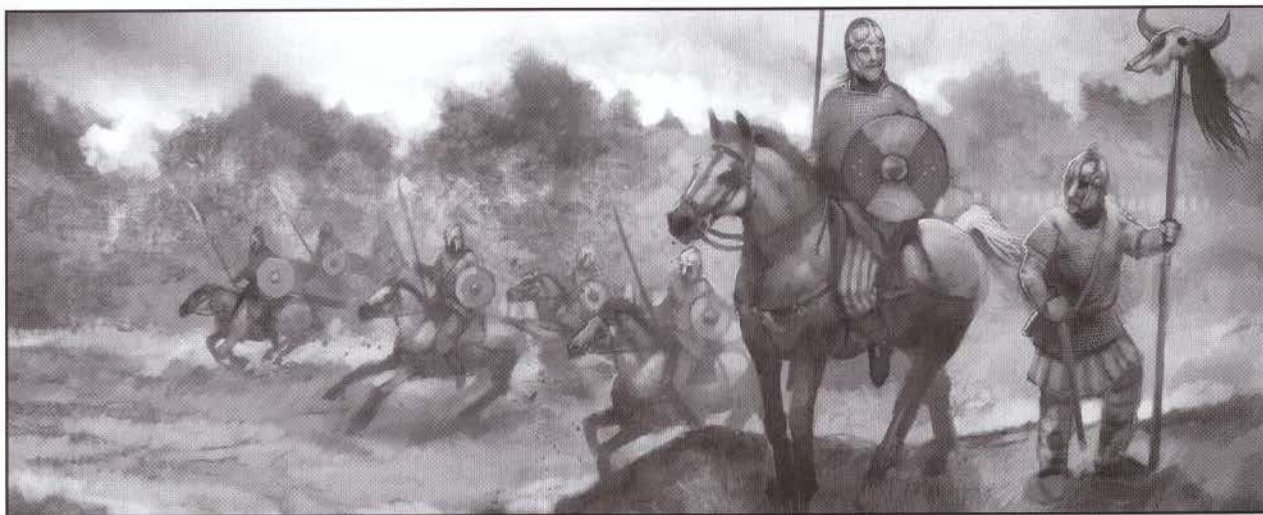Whether through aggression or invitation, Saxons settled in eastern Britain during the 4th Century. Perhaps they were pirates seeking permanent bases; perhaps they were invited in as allies or mercenaries to defend the coast against other raiders. Undoubtedly, this 'Saxon' population would also have included a number of Britons who submitted willingly or otherwise to their new rulers. It is possible that the number of Saxons who migrated from mainland Europe to Britain was quite small. It is unlikely that there was any sort of mass invasion with an accompanying ethnic cleansing of the existing population. In all likelihood the population of Britain remained quite stable during the Saxon, and the earlier Roman, 'invasions'. Families would have farmed in the same place as their ancestors, offering fealty and paying taxes to their local ruler, be that a Celtic tribal chief, a Roman official or a Saxon noble.

As the Saxons established themselves, their kingdoms grew stronger and larger, until lowland Britain was dominated by seven kingdoms: the 'Heptarchy' of Wessex, Sussex, Essex, Mercia, Northumbria, East Anglia and Kent. A new term also emerged to describe them, the 'Anglo-Saxons', perhaps indicating a cultural split between areas settled at different times, some identified as 'Anglian' other as 'Saxon'. Eventually however, the whole area of Anglo-Saxon influence became known as 'Angleland' – today's England.

This army list covers Saxon military forces from the first pirate raiders of the 3rd and 4th centuries through to the armies of the Heptarchy until the start of the Viking Age.

'Wiglaf spoke, a sadness in his soul, His words rang true to his comrades: "I remember the time when we took mead together in the ale-hall, the oaths we took to our lord, who gave us the goods we wear, that we would repay him for this war-gear, the helmets, the hard swords, if ever need like this arose.'

Beowulf

CHRONOLOGY

280 AD	Earliest recorded Saxon piracy.
367 AD	'Barbarian Conspiracy' of Saxons, Scots-Irish, Picts and Attecotti overruns the defences of Britannia.
380 AD	Saxons settled peacefully along the east coast of Britain by Romano-British authorities.
428 AD	More Saxons invited to Britain as mercenaries by Vortigern to aid him against his enemies.
440 AD	Vortigern's Saxon allies revolt and seize control of parts of south-east Britain.
460 AD	Defeat of Saxons by Britons at the Battle of Richborough.
500 AD	Possible date of the siege of Mount Badon – a Saxon defeat.
508 AD	Cerdic of Wessex defeats the British king Natan-leod in the New Forest.
552 AD	Battle of Old Sarum (Salisbury): West Saxons defeat Britons.
568 AD	Ceawlin and Cutha of Wessex defeat Aethelbert of Kent's army at the Battle of Wibbandun.
571 AD	Battle of Bedcanford (Bedford). Saxons beat the British of the Midlands.
577 AD	Saxons secure a major victory at Dyrham, near Bath, killing three British kings.
600 AD	Battle of Catraeth. Angles of Deira massacre the British warriors of Gododdin.
603 AD	Battle of Degsastan. Aethelfrith of Bernicia inflicts a huge defeat on the Scots-Irish of Dalriada.
604 AD	Aethelfrith of Bernicia unites his kingdom with Deira to found Northumbria.
615 AD	Battle of Chester: Aethelfrith of Northumbria defeats the Welsh of Powys and slaughters monks from Bangor on the field.
617 AD	Battle of the River Idle. King Raedwalf of East Anglia defeats and slays Aethelfrith of Northumbria.
620s AD	British kingdom of Elmet defeated and absorbed into Northumbria.
628 AD	Battle of Cirencester. Penda of Mercia defeats the West Saxons.
633 AD	Cadwallon of Gwynedd slays Edwin of Northumbria at the Battle of Hatfield Chase.
634 AD	Battle of Heavenfield: Cadwallon is defeated and killed by Oswald of Northumbria.
642 AD	Oswald of Northumbria killed at Maserfeld (Oswestry).
655 AD	Battle of River Winwaed. Penda of Mercia is defeated and killed by Oswald of Northumbria.
664 AD	Oswiu of Northumbria holds the Synod of Whitby. Northumbria decides to bring its church into alignment with Rome rather than Iona and the Celtic church.
679 AD	Battle of the River Trent. Aethelred of Mercia defeats King Ecgfrith of Northumbria.
684 AD	Ecgfrith of Northumbria raids Ireland, Anglesey and the Isle of Man.
685 AD	Battle of Nechtansmere (Dunnichen). Ecgfrith of Northumbria killed by the victorious Picts.
711 AD	Ine, king of Wessex, defeats Gereint, king of Dumnonia. Wessex continues to expand into Dumnonia and Exeter is taken.
731 AD	Bede publishes his *Ecclesiastical History of the English People*.
757 AD	Offa becomes king of Mercia after a civil war.
779 AD	Mercia defeats the West Saxons at Bensington.
784 AD	Possible date of the construction of Offa's Dyke to define the border between Mercia and Wales.
793 AD	First Viking attack on Lindisfarne.
796 AD	Death of Offa, king of Mercia.

> *'On Hrothgar's orders, eight horses*
> *With golden bridle-gear were brought in*
> *Under the ramparts to the hall. Rich inlay*
> *And gemstones studded the saddle of the stallion.*
> *This was the high king's war-seat, on which*
> *Hrothgar, Halfdan's son, had so often led*
> *His comitatus to where the blades glistened,*
> *Always gaining glory*
> *as the dead dropped around him.'*
>
> *– Beowulf*

SAXON ARMIES

The core of any Saxon force would have been its leader, and his 'comitatus'. Armies would have been alliances of a number of such forces, united by a common cause or loyalty to a powerful warlord. There was a hierarchy within the Saxon nobility. At the head of the structure were the Cyninges (kings) and below them were the Eoldermen and Thegns, each able to fight as one of the Cyning's bodyguard or to bring their own comitatus to the battlefield.

The warriors forming Saxon armies through most of our period would have been professional. By this we mean that being a warrior was their 'job'. They exchanged their military service and loyalty in return for the chance to earn booty or be granted land to farm by their grateful master. Warriors would first have gained their experience and reputation as geoguth (youths) until reaching an age when they could join the more experienced ranks of the duguth. Particularly talented or successful individuals would have been incorporated into the gedriht who formed a warlord's personal bodyguard.

ARMY COMPOSITION

Units of Gedriht, Duguth and Geoguth may have a Leader (+5 pts), Musician (+5 pts) and Standard (+5 pts).

THE SEA RAIDERS

This list represents the raiders who plagued the coasts of Roman Britain and Gaul throughout the 4th and 5th centuries – small but ferocious warbands led by a warlord, his brothers and sons. Such raiding parties would have attracted young warriors, eager to make a name for themselves. This list could also be used for the very earliest settlements of the Saxons in Britain.

> *"Now you can find glory*
> *In your strength, but all too soon, times of*
> *illness, or sword-blade, or fire's tongue,*
> *or water's surge, or blade's bite,*
> *or spear's flight, or terrible old age,*
> *will strip your power; eyes' sparkle*
> *will dim and darken; death will suddenly*
> *overwhelm even you, warrior."*
>
> *– Beowulf*

Characters: Up to 33% of the points may be spent on Characters. The army may not contain a Cyning, Army Standard or Christian Priest. The army *must* be led by an Atheling upgraded to an Army General.

An Atheling in a Sea Raiders army may select from the following Character Advantages:

Boats (may be taken for no points cost)
Fearsome Blow (+20 pts)
Goad (+15 pts)
Hail of Blows (+20 pts)
Loyalty (+40 pts)
Javelin Hurling (+10 pts)
Piercing Dart (+5 pts)
Veteran (+10 pts)

Common Warriors: At least 50% of the points must be spent on Gedriht and Geoguth. No more than 33% of the points may be spent on Gedriht.

Uncommon Warriors: Up to 10% of the points may be spent on Skirmishers.

Allies: Up to 25% of the points value of the army may be spent on allies from one of the following army lists:

The Franks – Early Merovingian Franks. Units of Franci may be taken. Each unit may be led by 0-1 Dux or 0-1 Antrustio.

The Picts – The Early Southern Pictish Kingdoms. Units of Pictish Warriors may be taken. Each unit of Warriors may be led by 0-1 Mormaer or 0-1 Champion.

Special Rules:
To reflect the fact that these early Sea Raiders forces were often composed of strong leaders accompanied by their small personal warbands, more than one unit of Gedriht may be fielded in a Sea Raider force (ie, the usual limit of 0-1 unit is removed). Each unit of Gedriht must be led by an Atheling or Thegn.

SAXON KINGDOMS OF THE HEPTARCHY

This list covers the later kingdoms of the Saxons and Jutes – Kent, Wessex, Sussex and Essex – that had developed in the south of Britain and became known as part of the heptarchy or 'seven kingdoms'. The armies of these kingdoms would still have been based around the King and his warriors, but a levy of landholding freemen – the ceorls – would now have been available for the defence of the land. The period around 600 AD appears to reflect a change in fighting styles, quite possibly linked to the increasing numbers of non-professional warriors: the archaeology shows that shields became bigger, spears became longer, perhaps representing a change from individual warriors to a more 'shieldwall' style of warfare.

These southern kingdoms still kept close links with the continental Franks, and were wealthy, hence the option to take the Character Advantage Fabricae. They were predominantly Christianised by this period.

Characters: Up to 33% of the points value of the army may be spent on characters. Any characters may be chosen, except a Wiglera.

A Cyning or Atheling in a Later Saxon Kingdoms army may select from the following Character Advantages:

Fabricae (+15 pts)	Fearsome Blow (+20 pts)
Finest Horses (+20 pts)	Hail of Blows (+20 pts)
Loyalty (+40 pts)	Javelin Hurling (+10 pts)
Piercing Dart (+5 pts)	Veteran (+10 pts)

Common warriors: At least 33% of the points value of the army must be spent on Gedriht and Duguth.

Uncommon Warriors: Up to 33% of the points may be spent on Ceorls, Geoguth and Skirmishers.

Allies: Up to 25% of the points value of the army may be spent on allies from **one** of the following army lists:

The Franks – Early Merovingian Franks. Units of Franci may be taken. Each unit may be led by 0-1 Dux or 0-1 Antrustio.

British and Welsh Kingdoms – Dumnonia and the South-west. Units of Combrogi may be taken. Each unit of Combrogi may be led by 0-1 Tiern or 0-1 Uchelwyr.

EARLY ANGLO-SAXON KINGDOMS

This list represents the first kingdoms established with Saxon kings and a Saxon culture within the 5th and 6th centuries. The population may have been partially, even predominantly, British but the warriors of the kingdom were Saxon, or fought in a Saxon manner. These kingdoms were still very dependent on professional warriors for their defence, although a handful of levied farmers – ceorls – may have joined the king in defence of their land. While described as 'Saxon' there may have been considerable variation in fighting style and motivation between individual kingdoms. The kingdom of Kent, for example, had a reputation for aggressive tactics and was perhaps influenced by the Franks living just across the English Channel.

Characters: Up to 33% of the points value of the army may be spent on characters. The army may include either a Christian Priest or a Wiglera (but not both).

A Cyning or Atheling in an Early Anglo-Saxon Kingdoms army may select from the following Character Advantages:

Fearsome Blow (+20 pts)	Finest Horses (+20 pts)
Hail of Blows (+20 pts)	Loyalty (+40 pts)
Mounted Raider (+20 pts)	Javelin Hurling (+10 pts)
Piercing Dart (+5 pts)	Veteran (+10 pts)

Common warriors: At least 50% of the points value of the army must be spent on Gedriht, Geoguth and Duguth.

Uncommon Warriors: Up to 10% of the points value of the army list may be spent on Skirmishers.

Allies: Up to 25% of the points value of the army may be spent on allies from one of the following army lists:

The Franks – Early Merovingian Franks. Units of Franci may be taken. Each unit may be led by 0-1 Dux or 0-1 Antrustio.

The Picts –The Early Southern Pictish Kingdoms. Units of Pictish Warriors may be taken. Each unit of Warriors may be led by 0-1 Mormaer or 0-1 Champion.

Romano-British Civitates – The Twilight of Britannia. Units of Milites and Pedyt may be taken. Each unit may be led by 0-1 Tribune or 0-1 Decurio.

Special rule: If you wish to represent your Later Saxon Kingdoms army as fighting with larger shields in a denser formation, you may choose to exchange your Saxon Bucklers for shields as follows:

• All units and characters in the army must exchange their Saxon Bucklers for shields. You cannot have a mixture of Saxon Bucklers and shields.

• All infantry units armed with shields become ordinary 'heavy' infantry, ie, with a rank bonus of up to +3. Any mounted units remain as light troops

• All infantry models reduce their movement characteristic to 4.

• Any infantry unit may exchange its throwing spears for thrusting spears.

• All units armed with shields and fighting on foot may use Shieldwall.

ANGLIAN KINGDOMS OF THE HEPTARCHY

This list covers the later kingdoms of the areas originally settled by the Angles – East Anglia, Mercia, and Bernicia and Deira, that were eventually united as the powerful kingdom of Northumbria. The same change to larger shields and a different style of warfare also took place in these areas, although horses appear to have held a special significance for the Angles, judging by the ornate horse burials of Anglian areas. The stone that probably shows the defeat of Ecgfrith, King of Northumbria, at the hands of the Picts depicts several Angles fighting mounted – and we have no reason to believe that this was uncommon, especially given their close proximity to the horsemen of the British of Gododdin.

The Northumbrians and Mercians were amongst the last kingdoms of Britain to be converted to Christianity, and Penda of Mercia (killed at the Battle of Winwaed in 655 AD) was a renowned pagan – hence the option to field a Wiglera instead of a Christian Priest.

Characters: Up to 33% of the points value of the army may be spent on any characters. The army may include either a Christian Priest or a Wiglera (but not both).

A Cyning or Atheling in a Saxon Kingdoms of the Heptarchy army may select from the following Character Advantages:

Fearsome Blow (+20 pts)
Finest Horses (+20 pts)
Hail of Blows (+20 pts)
Loyalty (+40 pts)
Mounted Raider (may be taken for no points cost)
Javelin Hurling (+10 pts)
Piercing Dart (+5 pts)
Veteran (+10 pts)

Common warriors: At least 33% of the points value of the army must be spent on Gedriht and Duguth.

Uncommon Warriors: Up to 33% of the points may be spent on Ceorls, Geoguth and Skirmishers.

Allies: Up to 33% of the points value of the army may be spent on allies from one of the following army lists:

British and Welsh Kingdoms – Choose from The Welsh Kingdoms in the North or The Welsh Kingdoms in the West. Units of Combrogi may be taken. Each unit of Combrogi may be led by 0-1 Tiern or 0-1 Uchelwyr.

The Picts – Later Southern Pictish Kingdoms. Units of Pictish Warriors may be taken. Each unit of Warriors may be led by 0-1 Mormaer or 0-1 Champion.

Special rule: If you wish to represent your Anglian Kingdoms of the Heptarchy army as fighting with larger shields in a denser formation, you may choose to exchange your Saxon Bucklers for shields as follows:

• All units and characters in the army must exchange their Saxon Bucklers for shields. You cannot have a mixture of Saxon Bucklers and shields.

• All infantry units armed with shields become ordinary 'heavy' infantry, ie, with a rank bonus of up to +3. Any mounted units remain as light troops.

• All infantry models reduce their Movement characteristic to 4.

• Any infantry unit may exchange its throwing spears for thrusting spears.

• All units armed with shields and fighting on foot may use shieldwall.

SAXON BUCKLERS

Our preconception of the typical Saxon is a steadfast warrior on foot, armed with a long spear and fighting in a dense shieldwall. However, this image is largely based on the stereotype of the 11th Century Bayeux Tapestry and the preceding centuries. Recent archaeological analysis and research has shown that Saxon warfare of the 5th and 6th centuries may have been an altogether more fluid affair. Shields found in 'Saxon' areas of Britain are often small (around 40cm in diameter), with large protruding bosses, often spiked or featuring a 'terminal disc' (probably used for catching enemy blades). These features have been interpreted as offensive, suggesting a fast-moving, aggressive style of warfare. To reflect this, models armed with Saxon Bucklers are subject to the following special rules:

• Figures armed with a Saxon Buckler and fighting on foot may re-roll all unmodified to hit rolls of 1. This cannot be combined with any other re-roll benefits, but is available in any round of combat. Mounted troops cannot use the Saxon Buckler offensively, and so do not gain this re-roll ability.

• Saxon Bucklers confer a +1 save modifier in close combat for all troops. However, like an ordinary buckler, only troops in skirmish formation may use the Saxon Buckler against missile fire.

• Infantry units armed with Saxon Bucklers are always treated as Light Troops

• Infantry armed with Saxon Bucklers have a Movement characteristic of 5

Archaeological evidence suggests that larger shields and, therefore, denser formations became the norm in Anglo-Saxon warfare around the turn of the 7th Century. However, this is a question of interpretation, and it is possible that shields and denser formations were in use in the 5th and 6th centuries. If you believe that this was the case, then feel free to use the Saxon or Anglian Kingdoms of the Heptarchy lists for 5th and 6th Century Saxon forces.

CHARACTERS

0-1 Cyning

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	5	5	4	5	4	3	5	2	9	175

Equipment: Armed with sword, javelins and saxon buckler. May have light armour (+3 pts), throwing spears (+4 pts). May be mounted on a horse (M7, +8 pts).

Special Rule: Army General.

Character Advantages: A Cyning may select up to two Character Advantages chosen from the relevant army composition section.

The Cyning (King) would be a powerful warlord, leading his people through strength of character and might of arms. The ability to strike individual blows of great force that could shear through mail and helm alike was respected by the Saxon tribes, hence the high Strength characteristic.

Atheling

	M	WS	BS	S	T	W	I	A	Ld	Pts
Prince	5	5	4	4	4	2	5	2	8	95

Equipment: Armed with sword, javelins and saxon buckler. May have light armour (+3 pts), throwing spears (+4 pts). May be mounted on a horse (M7, +8 pts).

Special Rules: One Atheling may be upgraded to Army Standard Bearer (+15 pts). If no Cyning is taken then one Atheling may be upgraded to Army General (+25 pts).

Character Advantages: An Atheling may select up to one Character Advantage chosen from the relevant army composition section. If an Atheling is upgraded to Army General, he may select up to two Character Advantages.

The Atheling (or Ealdormen) were the highest rank of nobility below the Cyning. As such they would have led their own retinues into battle or on independent raids. A Cyning's closest and most reliable followers would have been his close family: brothers, sons and cousins (Horsa and Hengist were, of course, brothers).

Thegn

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	5	4	4	4	4	2	4	2	7	60

Equipment: Armed with sword, javelins and saxon buckler. May have light armour (+3 pts), throwing spears (+4 pts). May be mounted on a horse (M7, +8 pts).

Special Rule: One Thegn may be upgraded to Army Standard Bearer (+15 pts).

Character Advantages: A Thegn is not allowed any Character Advantages.

A Thegn (pronounced 'Thane') was a Saxon freeman who owned land from the king in return for military service.

0-1 Wiglera

	M	WS	BS	S	T	W	I	A	Ld	Pts
Soothsayer	5	3	3	3	4	2	4	2	8	70

Equipment: Hand weapon. May be mounted on a horse (M7, +8 pts).

Special Rule: Pagan Priest.

Character Advantages: A Wiglera is not allowed any Character Advantages.

Prior to their conversion to Christianity, the Saxons worshipped the old Germanic gods. Their priests probably advised the Cyning and whipped up the warriors into a battle-frenzy prior to their clash with the enemy. Although we know little of them, these shamans may have been known as Wilega ('wise one') or Wiglera ('soothsayer').

0-1 Christian Priest

	M	WS	BS	S	T	W	I	A	Ld	Pts
Priest	5	4	3	3	3	2	4	2	8	70

Equipment: Hand weapon. May have shield (+2 pts) and light armour (+3 pts). May be mounted on a horse (M7, +8 pts).

Special Rule: Christian Priest.

Character Advantages: A Priest is not allowed any Character Advantages.

0-1 Scop

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scop	5	4	4	4	3	2	4	2	7	65

Equipment: Armed with sword, javelins and saxon buckler. May have light armour (+3 pts), throwing spears (+4 pts). May be mounted on a horse (M7, +8 pts).

Special Rule: Bard.

Character Advantages: A Scop is not allowed any Character Advantages.

The Scop (pronounced 'shop') was the poet of the Saxon warband. He had the power to make or break a warrior's reputation through the power of the word-hoard, so his presence encouraged the warriors to fight hard for their lord.

Saxon Names		
Aelfwine	*Ecgfrith*	*Ida*
Aelle	*Edwin*	*Ine*
Aethelbert	*Egbert*	*Offa*
Aethelwald	*Hengist*	*Osric*
Berct	*Horsa*	*Oswald*
Ceawlin	*Hrothgar*	*Oswiu*
Eanfrith	*Hussa*	*Raedwalf*

TROOPS

Gedriht

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gedriht	5	4	4	4	3	1	4	1	6	15
Mounted Gedriht	7	4	4	4	3	1	4	1	8	23

Equipment: Armed with sword, throwing spear, javelins and saxon buckler. Mounted Gedriht have horses. May have light armour (+3 pts).

Special Rules: Gedriht on foot are Light Troops and subject to Warband rules 1 and 2. Mounted Gedriht are Light Cavalry.

The Gedriht (pronounced 'Yedrict') was the Saxon lord's hearthguard or comitatus, composed of warriors known individually as Gesith (pronounced 'Ye-sith'). These noble warriors clearly owned and valued horses, and probably rode them to battle.

Duguth

	M	WS	BS	S	T	W	I	A	Ld	Pts
Duguth	5	3	3	3	3	1	4	1	6	8
Mounted Duguth	6	3	3	3	3	1	4	1	7	14

Equipment: Armed with throwing spear, javelins, hand weapon and saxon buckler. Mounted Duguth have ponies, and may upgrade to horses instead (+3 pts, increase Move to 7").

Special Rules: Duguth on foot are Light Troops and subject to Warband rules 1 and 2. Mounted Duguth are Light Cavalry.

Duguth (pronounced 'Doo-guth') were tried and tested warriors: older and steadier than the reckless Geoguth, they would probably be common in the armies of well-established Saxon warlords.

Geoguth

	M	WS	BS	S	T	W	I	A	Ld	Pts
Geoguth	5	3	3	3	3	1	3	1	5	6
Mounted Geoguth	6	3	3	3	3	1	3	1	6	12

Equipment: Armed with javelins, hand weapon and saxon buckler. May have throwing spears (+1 pt). Mounted Geoguth have ponies, and may upgrade to horses instead (+3 pts, increase Move to 7").

Special Rules: Geoguth on foot are Light Troops, Fierce, and subject to Warband rules 1 and 2. Mounted Geoguth are Light Cavalry and Fierce.

Geoguth (pronounced 'Yoo-guth') were the youths and young men of the warband – very much in the sense of Send the boys round! – thanks to Guy Halsall for this analogy! With little to lose and everything to prove, they probably constituted the majority of warriors in a raiding party or the retinue of an unproven warlord. A warband of Geoguth in the service of a successful lord might even be able to afford ponies or horses, although we doubt that this would reduce their zeal for battle!
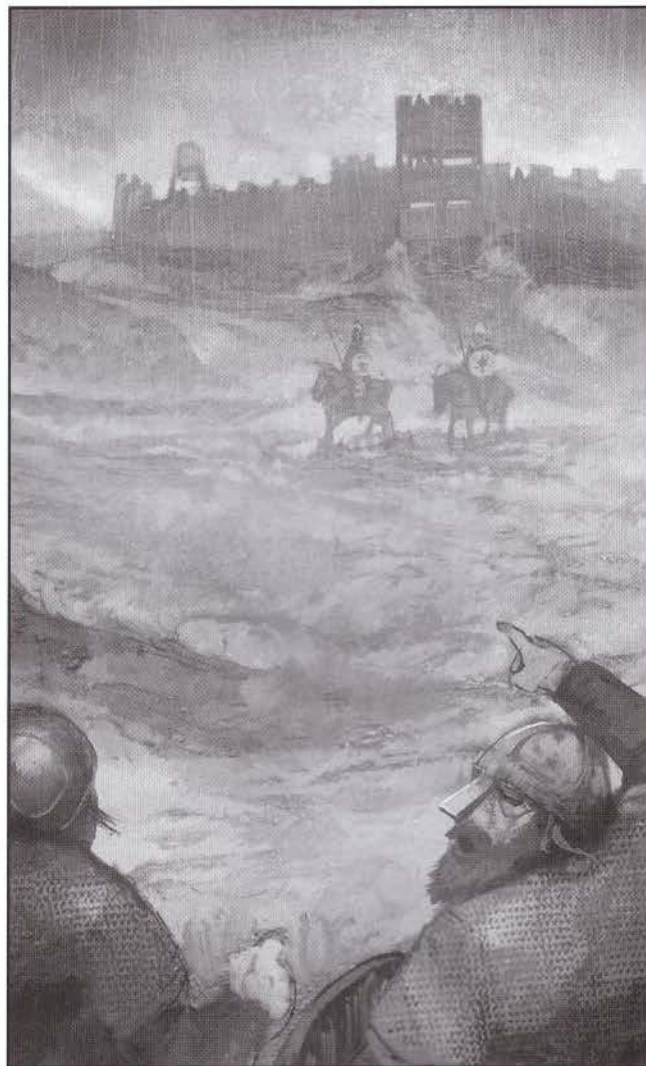
Ceorls

	M	WS	BS	S	T	W	I	A	Ld	Pts
Yeoman	4	2	3	3	3	1	3	1	5	5

Equipment: Thrusting spear and shield.

Special Rule: Subject to Warband rules 1 and 2.

The ceorls (pronounced 'churls') were the farmers and artisans who made up the bulk of the settled Anglo-Saxon population. As part-time warriors they would be present in defensive armies rather than offensive raiding forces

Skirmishers

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with hand weapon and either sling, javelins or shortbow.

Special Rule: Skirmishers.

These landless men would provide dubious support on the battlefield. Their brand of missile fire does not seem to have been a major feature of battle of the era. This troop type could also include youths too young to serve with the Geoguth, or camp followers.

MODELLING THE UNITS

The gamer wishing to build a Saxon army is blessed with a number of eminently suitable ranges of figures from which to choose. The non-uniform nature of these warriors means that it is possible to 'mix and match' figures from different manufacturers within a single army. The drawback with collecting a Saxon army is that many so-called 'Anglo-Saxon' ranges only cover the later period of the 9th, 10th and 11th centuries – so, although changes in fashion and equipment were gradual in this period, there are some key differences between the early and later Saxons that the gamer would do well to watch out for. The first thing to avoid is any models armed with Dane axes – these double-handed weapons were introduced by the Vikings and are unlikely to have made an appearance in English armies before the 9th Century. Likewise, conical helmets (of the type worn by the Normans in every Robin Hood movie, ever) were a 9th Century development and are not suitable for our 4th - 8th Century warriors.

The basic clothing of a typical Saxon, Jute or Anglian warrior would have consisted of tunic and leggings. The former may have been quite brightly coloured as warriors would have worn their best clothing for the battlefield. Wealthier warriors had their tunics decorated with embroidered borders in a contrasting colour, and it is fairly easy to paint these onto your model Saxons. If you feel really artistic you can paint the interwoven patterns into the border in another contrasting colour, but this time is perhaps best spent on your Thegns and other heroes. Lower class Ceorls and skirmishers would be more likely to have more drab clothing in various shades of undyed wool. Saxon leggings were noted as being close-fitting, so avoid figures with baggy trousers if at all possible. Cloaks were universal, although may not have been worn for battle. As with the Franks, the degree of uniformity within a Saxon unit is debateable. On the one hand, these are not units of regular infantry in the way that the Romans were; on the other hand, nobles would have rewarded their personal retinues with gifts – including clothing (after all, having a well-equipped and richly-dressed warband would enhance the prestige and reputation of an up-and-coming noble). Therefore, it is not unreasonable to expect that some warbands might have had a fairly homogenous appearance if, say, a batch of green cloaks had been recently gifted to them.

One of the distinctions that you may want to make in your army is between the youthful Geoguth and the older Duguth. Any clean-shaven but long-haired models make excellent youths; bearded models are more suited to the veteran Duguth. Figures from various Ancient German tribal ranges can also be used here, although you might do well to avoid any models using overtly early Imperial Roman equipment. Although we have referred to Geoguth as up-and-coming warriors, they might be as well equipped as the Duguth, especially if they were the retinue of a successful warlord.

We have already mentioned that helmets of the era were generally bowl-shaped; many had cheek-guards and nasal bars to protect the face. They would have been common, if not universal, among the professional warriors of the Gedriht, and some of the better-equipped Geoguth and Duguth may have worn helmets too. Many of the helmets of our earlier warriors will have been 'liberated' or copied from the Roman Empire, so you can quite happily use a few suitable Late Roman models in 5th or 6th Century units. The famous Sutton Hoo helmet, with its facemask and incredibly ornate decoration, probably dates to the 6th Century (although it was buried in the early 7th). While it may not have been used in battle, it looks fantastic on a Cyning leading an army of this period. Heroic poetry makes constant references to 'boar-crested helmets' – boars were linked with the goddess Freya and symbolised strength. These descriptions tally closely with the limited archaeological record – three boar crests have been found in Britain, and warriors wearing boar-crested helmets are shown in Swedish metalwork of the period. Those warriors not wearing helmets will have gone bare-headed or may well have worn phrygian caps, a distinctive piece of headgear made of leather or cloth.

Body armour, mainly mail but possibly leather armour too, would have been worn by the wealthier warriors. Although the archaeological record is poor, this probably has more to do with burial practice and it seems sensible to equip most of the Gedriht with mail and scale armour. Occasionally, heroes may have worn splinted iron strips to protect arms and legs, as seen in the reconstruction of the Sutton Hoo man in the Osprey *Arthur and the Anglo-Saxon Wars* book. The army lists do not make allowance for mixed armour types within a unit, so a unit having light armour should have the majority of its figures equipped with mail; likewise, an unarmoured unit should largely be dressed in tunics and cloaks, but a few armoured models look fine if mixed in. It is also aesthetically pleasing to add a few sling- or bow-armed figures into a unit of warriors – this also helps to use up spare figures and saves painting a shield or two!

Warriors may carry either round shields or bucklers with a central boss. As we have already seen, the archaeological record suggests that earlier shields were around 40 cm in diameter, rising to up to 90cm in later times. Most commercially available figures will be supplied with suitable shields, but bucklers may have to be purchased separately, perhaps from a different range or manufacturer. Figures with cast-on shields are particularly difficult to convert, so if you plan on using bucklers, it is best to find ranges of figures where the shields are cast separately. Having said all that, please do not split too many hairs on depicting Saxon bucklers or shields on your army! A variety of shield sizes is perfectly acceptable, as long as you make it clear to your opponent what the models are equipped with.

There is no clear information about how shields were decorated, single colours or simple geometric designs seem sensible and not too controversial. One suggested design features a number of curved bars radiating from the boss, perhaps representing the rays of the sun. They may have been painted to reflect loyalty to a particular leader, or a greater variety could have prevailed if shield design was used to identify the individual warrior.

Other decorations probably included cult animals such as boars and ravens, as shown on the Vendel helmets; the Sutton Hoo shield has ornate metal plates depicting a dragon and a raven. One can imagine that Christian crosses began to appear on shields and banners after the conversion of the Saxons in the later part of our period, although there is no reason to believe that the various animal symbols fell out of use – the 8th Century Coppergate helmet found at York features both a Christian inscription and animal heads in its decoration.

Banners and standards also drew on pagan animal imagery. Dragon standards were probably descended from the ubiquitous late Roman *draco* – a 'golden dragon' is noted as being used by the West Saxons in an 8th Century battle, and a similar standard was carried by Harold of Wessex at the much later Battle of Hastings. Widukind, an 8th Century Frank who rebelled against Charlemagne, is supposed to have had a banner with a lion on one side and a dragon on the other – suggesting a two-sided flag rather than a *vexillum*-style banner. In the heroic poem *Beowulf*, the eponymous hero is gifted with 'a boar crested battle standard… its banner braided with gold'. This tantalising glimpse suggests a banner pole topped with a carved boar, and a richly embroidered flag or banner underneath. Banner poles of this sort are freely available in ancient Gallic and British ranges.

WARGAMING TACTICS

Although historical research is continuing to change our perception of how the Saxons fought, there is little doubt that the bulk of fighting in a major battle would be done on foot, and the aspiring Saxon general would do well to follow this example.

As a Saxon Cyning you have a fairly wide variety of basic warriors at your disposal. Earlier armies will have a large proportion of Geoguth, the impetuous youths of the army. Although you could expect them to hold their own in combat, we have often found that they are well placed on the flanks of an army. Small units of Geoguth (12-18 models) can be deployed in ranks and files to deter attacks by enemy horsemen, but can quickly break into skirmish order to drive off enemy skirmishers or harass formed units. Their impetuosity can count against them, and they will rarely rally if broken, but they will fulfil the role of holding the flanks while your other warriors get down to business.

The centre of the field is best held by your Gedriht and Duguth. The Gedriht are killers, pure and simple: with Strength 4, throwing spears and Saxon buckler re-rolls, they can take chunks out of any other unit of the era. The worst thing to do with these noble warriors is to squander their fighting ability – place them where they are guaranteed to be able to lead the charge. The Duguth are deceptively handy warriors, and can provide useful flanking cover for the nobles. When given throwing spears and Saxon bucklers, they can be dangerous on the attack, but they come into their own in ensuing rounds of combat; with an Initiative of 4 and the Saxon buckler re-roll, they will often strike first and continue to inflict casualties on less well-armed opponents. Although slightly less reliable, Geoguth can be used in the same role, especially when equipped with throwing spears, and will benefit from being in larger units – perhaps 24-30 models. Saxon bucklers confer no saving throw for formed

units against missiles, so the battle line needs to advance quickly and declare the first charge. Adding a Thegn to your main units of Duguth and Geoguth also increases their fighting power and leadership, as well as offering the chance to challenge Christian priests and other enemy characters that may interfere with your plans!

Your army general and battle standard are, as ever, best kept within 12" of your central units. Placed in the front rank of the Gedriht, these heroes should be able to affect the units of Duguth or Geoguth on each side and ensure the stability of the main battle line. Character advantages such as Fearsome Blow, Hail of Blows and Veteran will just increase the fighting power of these born warriors.

Later armies will be able to benefit from including units of Ceorls. These farmer-warriors are not as poor as they may initially appear – with thrusting spears and the potential ability to form Shieldwall, they can present a serious deterrent to attack. If falling out of Shieldwall formation, they become an easier target and will struggle in combat, so are best used defensively. Large units can hold the flanks of a Saxon army, deterring attacks from enemy cavalry and hopefully being able to hold out against foot warriors for a number of turns.

While on the subject of later armies, the option to exchange Saxon bucklers for a Shieldwall formation is a tempting one. These later armies will be better protected and slightly slower than their Saxon buckler-armed forbears, but this doesn't mean you have to play defensive! Certainly, a Saxon army in Shieldwall formation will be a tough nut to crack – as long as you can force your enemy to attack you – but the Duguth and Gedriht are still aggressive and dangerous warriors. You may choose to exchange their throwing spears for thrusting spears, but the former are better on the charge and may be more suited to your warriors if you favour this aggressive style of play.

As we have mentioned already, the role of Saxon horsemen is being rapidly re-evaluated by historians. Despite the traditional stereotype, we have little doubt that Saxons could, and did, fight from horseback. The Gedriht are still dangerous warriors when mounted – when fighting in combination with a foot unit (to get the close combat rank bonus), they can take on and help defeat enemy infantry in a pitched battle situation. As well as the Gedriht, both Duguth and Geoguth make efficient cavalry – although the latter still have a tendency to be impetuous when riding horses; allied Britons, Welsh or Picts can also provide useful, good quality horsemen. All of these can be used in flanking roles, but are especially useful in different tactical situations; scenarios like The Cattle Raid and The Roman Road (see the Scenarios section later in this book) provide useful avenues for fast-moving troops, and are probably more typical of Dark Age warfare than the average 'pitched battle' wargame.
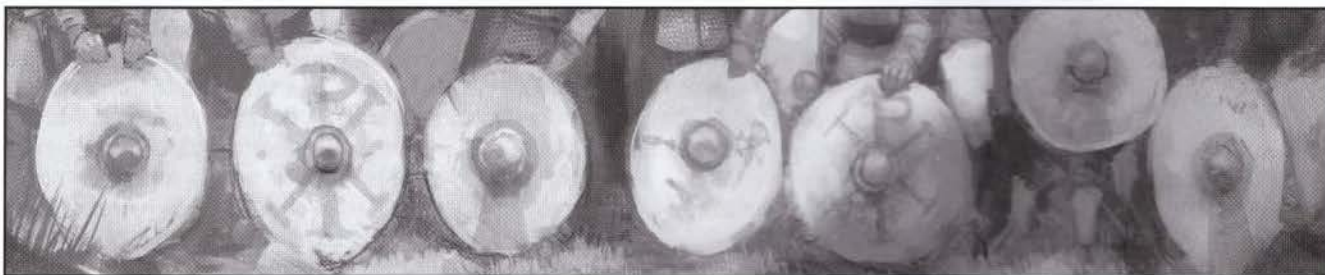
THE ARMY OF ECGFRITH, KING OF NORTHUMBRIA

A 7th Century Saxon army

'When King Ecgfrith lived at peace with our bishop, the kingdom was increased on every hand by his glorious victories... he assembled a mounted force, being a stranger to tardy operations, and trusting in God... and assisted by the brave sub-king Beornheth... he attacked the enemy host of Picts that was vast and, moreover, concealed. He slew an enormous number of the people, filling two rivers with corpses so that – wondrous to relate – the slayers, passing dry-foot over the two rivers, pursued and slew a crowd of fugitives.'

*– Eddius Stephanus,
The Life of Saint Wilfrid*

The army and campaigns of Ecgfrith, king of Northumbria, have formed the inspiration for this 7th Century Saxon army. Ecgfrith was an aggressive and ambitious king who had crossed swords with the Picts, Mercians and Irish during his reign. In 685 AD, he launched an offensive deep into Pictland, for which he paid with his life when he was ambushed at the Battle of Nechtansmere (Dunnichen). The army uses the Anglian Kingdoms of the Heptarchy variant of the Saxon army list.

CHARACTERS – 468 points

Ecgfrith, King of Northumbria – 210 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	7	5	4	5	4	3	5	2	2	10

Equipment: Sword, throwing spears, javelins, shield, light armour and horse.

Special Rule: Army General.

Character Advantages: Ecgfrith has the following Character Advantages:

Hail of Blows (+20 pts)
Mounted Raider (no points cost)

The mention of Ecgfrith raising 'a mounted force' and the depiction of armoured Northumbrian horsemen on the Pictish Aberlemno Stone have inspired us to field the Northumbrian king and some of his men as mounted warriors.

Beornheth, 'sub-king' – 98 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Prince	4	5	4	4	4	2	5	2	8	98

Equipment: Sword, javelins, light armour and shield.

Character Advantages: Beornheth has the following Character Advantage:

Veteran (+10 pts)

Eddius Stephanus refers to Beornheth as a 'sub-king', presumably an old and trusted retainer who could be relied upon to lead the King's army or help govern the kingdom in his absence.

Berctred, son of Beornheth – 90 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	4	4	4	4	4	2	4	2	7	90

Equipment: Sword, throwing spears, javelins, shield, light armour and horse.

Special Rule: Army Standard Bearer.

Berctred may not have been present at the fateful Battle of Dunnichen in 685 AD, as we know he was killed fighting the Picts in 698 AD instead. Ecgfrith sent a large raiding party to Ireland in 684 AD, and it is possible that Berctred (or his father Beornheth) was the leader of this force.
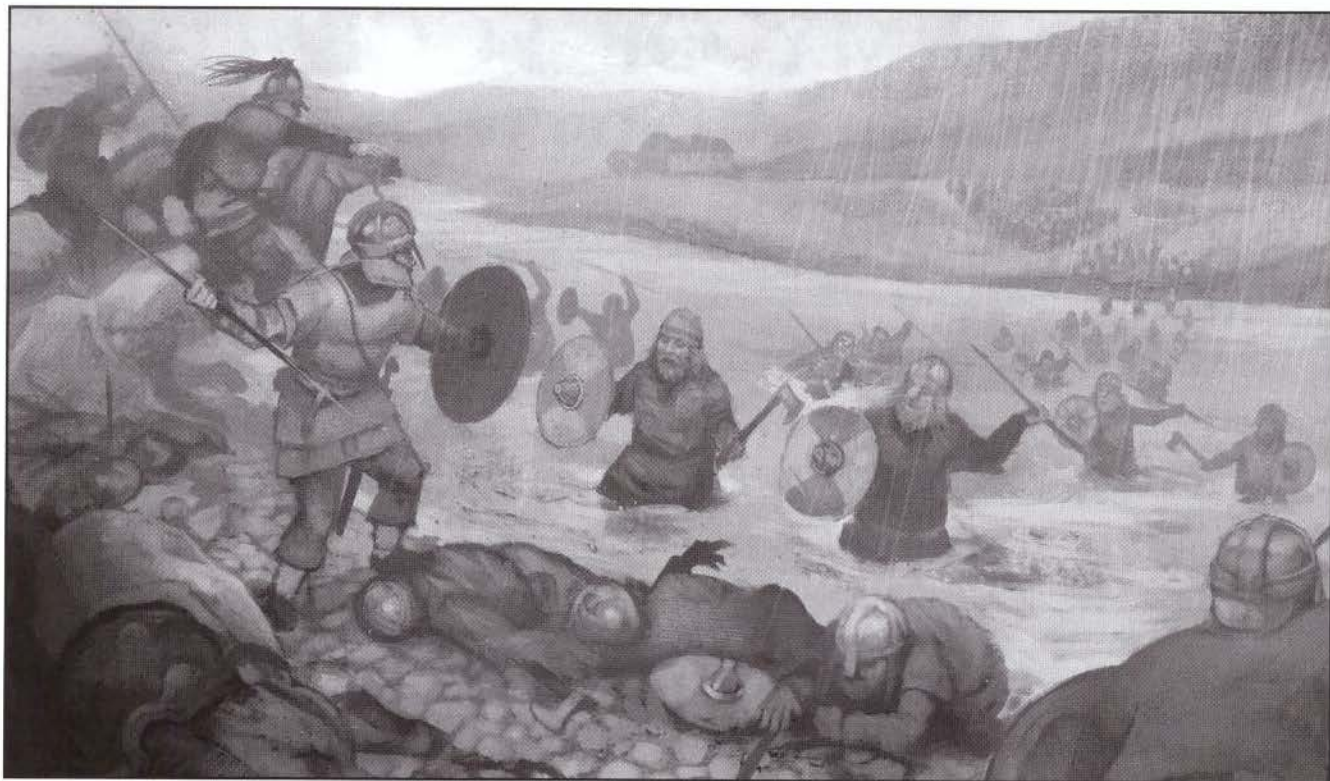
Trumwini, Bishop of Abercorn – 70 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Priest	5	4	3	3	3	2	4	2	8	70

Equipment: Hand weapon.

Special Rule: Christian Priest

Trumwini was a long standing supporter of Ecgfrith. It is possible that he accompanied him on the campaign leading to Dunnichen.

TROOPS – 1,032 points

Ecgfrith's Hearthguard - 8 Gedriht + Leader, Standard & Musician – 223 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted Gedriht	7	4	4	4	3	1	4	1	8	26

Equipment: Sword, throwing spear, javelins, light armour, shield and horse.

Special Rule: Light Cavalry.

Ecgfrith's royal guard would have ridden alongside their king, and died with him.

9 Mounted Duguth with Leader, Standard and Musician – 168 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted Duguth	7	3	3	3	3	1	4	1	7	17

Equipment: Sword, throwing spear, javelins, shield and horse.

Special Rule: Light Cavalry.

24 Duguth with Leader, Standard and Musician – 207 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Duguth	4	3	3	3	3	1	4	1	6	8

Equipment: Armed with thrusting spear, javelins, hand weapon and shield.

Special Rules: Subject to Warband rules 1 and 2. May form Shieldwall.

24 Duguth with Leader, Standard and Musician – 207 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Duguth	4	3	3	3	3	1	4	1	6	8

Equipment: Armed with thrusting spear, javelins, hand weapon and shield.

Special Rules: Subject to Warband rules 1 and 2. May form Shieldwall.

28 Ceorls with Leader, Standard and Musician – 155 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Yeoman	4	2	3	3	3	1	2	1	5	5

Equipment: Thrusting spear and shield.

Special Rules: Subject to Warband rules 1 and 2. May form Shieldwall.

9 Skirmishers – 36 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with hand weapon and sling.

Special Rule: Skirmishers.

9 Skirmishers – 36 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with hand weapon and shortbow.

Special Rule: Skirmishers.

Total: 1,500 points (115 models)

THE FRANKS

*'They wore cloaks of green with red borders.
Their swords hung from their shoulders by
baldrics, pressed against their sides…barbed
lances and throwing axes filled their right hands;
and their left sides were protected by shields, the
gleam of which, golden on the central bosses and
silvery white around the rims, betrayed at once
the ruler's wealth and ruling passion.'*

- Sidonius Apollonaris

Authors' note: *This Frankish list has been
provided as an alternative to that included in our
sister volume, Beyond The Golden Gate. It is not
intended to replace it, just to provide a different
interpretation that may provide a more satisfying
game against other armies of the Arthurian Age.*

OVERVIEW

The origin of the Franks can be traced back to the early 3rd
Century. A number of tribes living along the Rhine formed
a confederation, assuming the identity of 'Frank', meaning
'bold'. The archaeology of this area shows that the
population and culture were stable before and after this
period and we can rule out the possibility that the
confederation was the result of tribal migration. This
coalescence of tribes to form a greater whole mirrors the
development of the Saxons and other north-west
European peoples.

The Franks engaged in piracy and raiding attacks against the
Roman Empire and slowly expanded. They first appeared as
a major power in the mid 5th Century under their King,
Childeric and his son Clovis. By this time the confederation
was known as the 'Merovingian' Franks after Childeric's
father, Merovech. Under Childeric and Clovis, the
Merovingians bound the Frankish tribes into a single,
powerful kingdom who brought the sword to their
neighbours. In the course of their rule they attacked the
Alemans, Thuringians, Visigoths and the western Roman
forces, who they defeated at the Battle of Soissons. When
Clovis died in 511 AD, he ruled most of Gaul except Brittany
and the kingdom of the Burgundians, the latter holding put
against the Franks until 534 AD.

Clovis was succeeded by his four sons, and the territory
of the Franks was divided between them setting the
pattern for the endemic civil wars that plagued the Franks
over the coming centuries. Successive generations
continued to struggle for supreme power over the
Franks. Bitter as this fighting was, a loyalty to the royal
family was maintained and pretenders to the throne were
brutally dispatched.

Much of the history of the Merovingians concerns their
campaigns in and around northern Italy, and is beyond
the scope of this book. The Frankish rulers of the north-
western kingdom of Neustria never succeeded in
subjugating their Breton neighbours. Nevertheless,
Frankish influence would have been pervasive and was
felt along the southern shores of Britain, where
archaeology indicates a longstanding Frankish influence
over some of the early Anglo-Saxon kingdoms; indeed, a
letter from the Frankish King Theudebert I to the
Emperor Justinian claims influence over a people often
identified as the Jutes of southern Britain.

CHRONOLOGY

230 AD Several tribes living along the Rhine
begin to coalesce into a confederation
known as 'Franks'.

260 AD Franks invade Roman Gaul and
remain for several years before
Roman rule is re-established.

278 AD Franks invade Gaul again but are
defeated by the emperor Probus.

358 AD The Franks settle in north-eastern
Belgium and are granted *foederati*
status by the emperor Julian.

482 AD Possible accession of Clovis following
the death of his father, Childeric,
although the date is not certain.

511 AD Death of Clovis, by this time the Franks
rule most of Gaul and the last remnants
of Roman rule have been swept away.

520 AD Franks defeat a major invasion led by
the Danish King Chlochilaic (Hygelac
in the Anglo-Saxon poem, *Beowulf*).

558 AD Chramn, son of the Frankish King
Chlothar, and grandson of Clovis, rebels
and allies with the Bretons. Chramn is
defeated by Chlothar in 560 AD.

ARMIES OF THE FRANKS

The core of a Frankish army would have been its noblemen and their retainers. At the top of the social tree were the kings, whose personal followers would have led their retinues of freemen, 'pueri' into battle. A particularly powerful *antrustio* may have become a duke (*dux*) and controlled his own lands on behalf of the king. The king himself would have led a personal retinue, the *pueri regis* into battle.

Smaller Frankish forces would probably have consisted largely of nobles and pueri. Larger armies would have required the levying of the landowning class, the Franci (to use the latin term). These were effective warriors, far from a 'militia' who would have formed useful units on the battlefield. The equipment of the Franci would have varied, with the wealthiest wearing armour or riding horses to battle.

The fighting style of the Franks can be best summarised as 'aggressive'. Many nobles carried the *angon* into battle. This was a heavy throwing spear akin to the roman *pilum*, and used in a similar manner: to disrupt the enemy line just prior to hand-to-hand combat. Other warriors may have carried the *francisca* throwing axe used in much the same way. While there is an absence of armour recorded from burial excavations, this probably has more to do with burial practice among the, largely Catholic, Franks and we can assume that body armour was common for the noble warriors at least. This equipment points to an army that attacked more than it defended. Written records support this view, and the Franks seem to be noted as impetuous on the battlefield. The equipment and tactics of the Franks probably derive from those of the late-Roman army, in which Franks undoubtedly served.

Frankish warriors would have been equally comfortable fighting mounted or dismounted, so there is no distinct body of cavalry in the army. This is the common pattern for most north-western European peoples. Frankish mounted tactics would have been similar to those used on foot; a concentration on closing with the enemy line and breaking it.

ARMY COMPOSITION

Units of Pueri, Franci and Tribal Warriors may have a Leader (+5 pts), Musician (+5 pts) and Standard (+5 pts).

EARLY MEROVINGIAN FRANKS

This list covers the early Merovingian Franks from around 450 – 600 AD, as enemies and allies of the Bretons and Saxon kingdoms of Britain of this period.

Characters: Up to 33% of the points value of the army may be spent on characters.

A Rex or Dux in an Early Merovingian Franks army may select from the following Character Advantages:

Angones et Franciscae (+30 pts)
Fabricae (+15 pts)
Finest Armour (+15 pts)
Finest Horses (may be taken for no points cost)
Hail of Blows (+20 pts)
Loyalty (+40 pts)
Mounted Raider (+20 pts)
Veteran (+10 pts)

Common warriors: At least 33% of the points value of the army must be spent on Pueri and Franci.

Uncommon warriors: Up to 25% of the points value of the army may be spent on Tribal Warriors and Skirmishers.

Allies: Up to 25% of the points value of the army may be spent on allies from **one** of the following army lists:

The Saxons –The Sea Raiders. Units of Geoguth may be taken. Each unit may be led by 0-1 Atheling or 0-1 Thegn.

Romano-British Civitates – Brittany. Units of Milites and Pedyt may be taken. Each unit may be led by 0-1 Tribune or 0-1 Decurio.

CHARACTERS

0-1 Rex

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	5	6	4	4	4	3	5	3	9	180

Equipment: Armed with sword, javelins and shield. May have light armour (+3 pts), throwing spears (+4 pts) and shortbow (+3 pts). May be mounted on a horse (M7, +8 pts).

Special Rule: Army General.

Character Advantages: A Rex may select up to two *Character Advantages* chosen from the Army Composition section.

The famous kings of the Franks were violent and cunning men, dangerous in both court politics and on the battlefield. The use of the bow in battle seems to have been socially acceptable for Frankish nobles, so we have offered it as an option for characters.

Dux

	M	WS	BS	S	T	W	I	A	Ld	Pts
Duke	5	5	4	4	4	2	5	2	8	95

Equipment: Armed with sword, javelins and shield. May have light armour (+3 pts), throwing spears (+4 pts) and shortbow (+3 pts). May be mounted on a horse (M7, +8 pts).

Special Rules: One Dux may be upgraded to Army Standard Bearer (+15 pts). If no Rex is taken then one Dux may be upgraded to Army General (+25 pts).

Character Advantages: A Dux may select up to one *Character Advantage* chosen from the relevant Army Composition section. If a Dux is upgraded to Army General, he may select up to two Character Advantages.

The Dux was an honoured noble, who could well be entrusted with the command of a whole army.

Antrustio

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	5	4	4	4	4	2	4	2	7	60

Equipment: Armed with sword, javelins and shield. May have light armour (+3 pts), throwing spears (+4 pts) and shortbow (+3pts). May be mounted on a horse (M7, +8 pts).

Special Rule: One Antrustio may be upgraded to Army Standard Bearer (+15 pts).

Character Advantages: An Antrustio may take the Angones et Franciscae character advantage if not upgraded to Army Standard Bearer.

Antrustiones (singular: antrustio) would have been the most influential nobles, leading thir own unit of Pueri, or acting as a bodyguard for a Duke or King.

0-1 Christian Priest

	M	WS	BS	S	T	W	I	A	Ld	Pts
Priest	4	4	3	3	3	2	4	2	8	70

Equipment: Hand weapon. May have shield (+2 pts) and light armour (+3 pts). May be mounted on a horse (M7, +8 pts).

Special Rule: Christian Priest.

Character Advantages: A Priest is not allowed any *Character Advantages.*

Unlike their Saxon cousins in Britain, the Franks were Christianised from quite an early time and remained so throughout this period.

TROOPS

Pueri

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pueri	5	4	4	3	3	1	4	1	6	15
Mounted Pueri	7	4	4	3	3	1	4	1	8	23

Equipment: Armed with sword, throwing spear, javelins and shield. Mounted Pueri have horses. May have light armour (+3 pts).

Special Rules: Pueri on foot are Fierce and subject to Warband rules 1 and 2. Mounted Pueri are Light Cavalry *and* Fierce.

The number of Pueri units is not limited, but each Pueri unit *must* be led by an Antrustio, Dux or Rex, who must remain with the unit until either he, or the unit, is destroyed.

The Pueri 'boys' were the armed retinue of the nobles. They formed into bands of warriors, the Trustis, who followed their lord into battle. A king's personal retinue would be called the 'pueri regis'.

Franci

	M	WS	BS	S	T	W	I	A	Ld	Pts
Franci	5	3	3	3	3	1	4	1	6	8
Mounted Franci	7	3	3	3	3	1	4	1	7	17

Equipment: Armed with throwing spear, javelins, hand weapon and shield. Mounted Franci have horses. Up to half of the units of Franci in the army may have light armour (+2 pts).

Special Rules: Franci on foot are subject to Warband rules 1 and 2. Mounted Franci are Light Cavalry *and* subject to Warband rule 1.

The bulk of most large Frankish armies would be the Franci, the landowning class of Frankish society. The wealthier Franci would have had access to decent equipment and would be more likely to own horses. The less wealthy would still have been good troops, but less well equipped.

Tribal Warriors

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Armed with mixed weapons and shield.

Special Rules: Tribal Warriors are subject to Warband rules 1 and 2.

The speed with which Childeric and Clovis expanded the Frankish kingdom resulted in the incorporation of subjugated tribes, from beyond the Rhine, into the army before they had become culturally 'Franks'. These tribesmen would have been less prevalent in the armies of the north-west, but still may have played a part.

Skirmishers

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with hand weapon and shortbow, javelins or sling.

Special Rule: Skirmishers.

MODELLING THE UNITS

The gamer wishing to build an army of Franks can find suitable figures in many Dark Age ranges of figures; they wore closely-fitted short-sleeved tunics and cross-gartered leggings, although some went barelegged. A large and varied range of early Franks, containing both infantry and cavalry, is available from Wargames Foundry, although gamers might like to 'mix and match' from different manufacturers to maximise the visual spectacle of their army. Hairstyles may have been linked to individual retinues or groups, and included a peculiar style where the nape of the neck was shaved. Long hair was sometimes piled up on top of the head and bound in a topknot.

The warriors of the army should look pretty colourful as they would have worn fine clothes into battle. Broad horizontal stripes would be appropriate on tunics and armour should be fairly common, as should helmets. There is no evidence that the Franks used bucklers as the Saxons may have, so shields would be the defence of choice for all but skirmishers. There is no reason to expect any uniformity amongst units, although it is quite plausible that a powerful noble would have supplied his pueri with cloaks and other clothing and that a particular colour or colours would therefore be prevalent in a unit. Likewise, pueri may have decorated their shields to reflect their allegiance to a particular noble.

Troops should be largely armed with spears as described in the army lists, with a healthy distribution of throwing axes. Units of Pueri and Franci are listed as having javelins, but might also include slings or even some shortbows. For gaming purposes we have grouped all of these as javelins to reflect the limited usefulness of missile weapons being used within the packed ranks, but when modelling units there is no harm in including the occasional sling- or bow-armed figure.
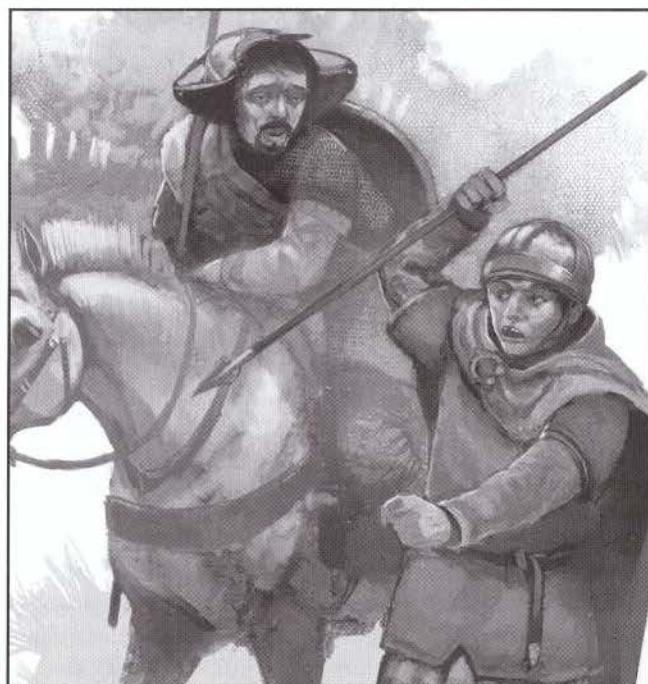
WARGAMING TACTICS

The Franks are best suited to an aggressive battlefield role. Their use of throwing spears and heavy throwing weapons means that they will be at their best when getting attacks in first. Try to mount charges wherever possible, and keep the battleline focused around your best units. Even if one wanted to use a Frankish army more conservatively, the *Fierce* nature of many of the units will cause them to advance anyway!

When the army does contact the enemy, the effect can often be impressive. Most of their contemporary opponents will have little or no armour, and few will have the ability to form a solid shieldwall. The aim of a Frank attack should be to win the combat in the first round and break through the enemy line to cause havoc in the enemy's rear – multiple units of Pueri can be particularly devastating when fighting lesser warriors with Weapon Skill 3. Taking a character with the character advantage *Fabricae* or *Finest Armour* will make some of your units more resilient to damage, and therefore more likely to cause that important first-round breakthrough. A character with *Hail of Blows* makes a useful leader for any warband that is destined to be at the heart of the action, and can be a dangerous opponent in challenges. Failing a first-round win, commit as many units to the combat as possible and don't be afraid to get stuck in with characters too.

Although we have focused on infantry thus far, it is easy to overlook the fact that the Franks can field some good quality cavalry. Mounted Pueri make a fitting bodyguard for a noble, but, being *Fierce*, they will be eager to charge and should be placed somewhere in the battle line where they should be expected to do so – few cavalry units, however bloodthirsty, are successful when being forced to charge the front of a large body of spearmen! Taking a character with *Finest Horses* can improve their charge range and may allow them to outdistance other horsemen. Mounted Franci are perhaps a more reliable option for skirmishing and holding flanks, especially when led by a character with *Mounted Raider*. Other, less impetuous supporting warriors can be sourced from allied units taken from the Breton and Saxon lists.

THE PICTS

*'The fearsome hordes of Scotti and Picti came
forth from their curraghs in which they had
crossed the sea... they differed in their habits,
but were alike in their thirst for bloodshed... on
learning of the departure of our auxilia, these
nations became bolder than ever, and seized the
north of our land as far as the Wall...'*

– Gildas, On the Ruin of Britain

OVERVIEW

The Picts have their origins in the remnants of the Iron Age tribes who inhabited Scotland during the Iron Age. In 83 AD the Caledones (the inhabitants of modern southern Scotland) were defeated by the Roman forces of Agricola at the Battle of Mons Graupius. This decisive battle seems to have forced the surviving tribes into a confederation against the new threat to the south, and it is from here that the Pictish nation emerges. By the 3rd Century AD, the references to their original tribal names of 'Caledones' and 'Maeteae' have disappeared, and Roman writers begin to refer to the 'Picti' – 'The Painted People'. No-one actually knows whether they painted or tattooed their bodies, or even if they were painted at all, but many convincing reconstructions have been made of Pictish tattoos as marks of status. It is even possible that the name 'Picti' is no more than a latinisation of a tribal name that has been long lost to history.

From a constant threat against the Romans in the north, the Picts emerge from the shadows in the 4th Century. A series of smaller raids culminated in the infamous Barbarian Conspiracy of 367 AD, in which much of Britain was over-run by Scots-Irish, Saxons and Picts. The following century saw the reign of the first great Pictish king – Drust, son of Erp, who ruled for a hundred years and fought a hundred battles. Although the length of the reign and military activity is perhaps exaggerated, we are left in no doubt that Drust was a strong ruler and warrior.

By now, of course, the Romans had removed their remaining legions from Britain, leaving the nearest neighbours of the Picts as the Irish to the west and the British kingdom of Manau Gododdin to the south. There are many hints that they were closely linked: although sources are scarce for this period, the Britons and Picts seem to have come to blows at the Battle of the Caledonian Wood in the late 5th Century, and Picts fought alongside the British warriors of Gododdin against the Saxons at Catraeth around 600 AD.

In the 7th Century, the new and dangerous Saxon kingdom of Northumbria emerged to threaten the Pictish nation. Having supplanted the British kingdom of Gododdin, and united Bernicia and Deira as a single powerful kingdom, the rulers of Northumbria sought to consolidate their power in the north. This seems to have been achieved by treaty and tribute with the Picts, for no battles or raids are recorded for many years, and many Northumbrian nobles were fostered at the courts of the Pictish kings. Then, around 672 AD, everything changed; the Picts marched south and fought a major battle to free themselves from Northumbrian domination, but were decisively defeated by Ecgfrith, king of Northumbria on the plains of Manau. Apparently the slaughter was so

The Conversion of the Picts

We know little of the Picts' pagan practices, but we can make some educated guesses about when they were converted to Christianity. The neighbours of the southern Picts, the Britons of Gododdin, had probably been Christian since at least the 4th Century. Christianity had spread rapidly along the area of the wall, so it is quite possible that missions were sent north during this period – indeed, Bede claims that St Ninian had already converted the southern Picts. This is also inferred by St Patrick, who, writing in the 5th Century, condemns the 'wicked and apostate Picts' – suggesting that some had been converted and later turned their backs on the Christian faith.

St Columba of Iona's mission to the northern Picts in the 6th Century found them cheerfully pagan; at the court of King Bridei near Loch Ness, Columba had to perform several wonders and defeat the court Magus, Broichan (the king's magician or wise man). King Bridei was undoubtedly impressed, but he remained pagan and the saint left empty-handed, although he did make a few converts amongst the other Picts of the region.

Thus it was left to other missionaries of Iona to bring the faith to the Pictish nation. By the end of the 7th Century, Christianity appears to have had stronger roots in Pictland, with monasterie – both north and south of the Mounth Mountains – and perhaps the growing influence of Northumbria under the auspices of Iona. The first Pictish ruler who showed strong Christian convictions was Nechtan, who came to the kingship in 706 AD. Nechtan was obviously a deeply religious man, and was in communication with the Roman church of Northumbria. When he abdicated in 724 AD to pursue a religious life, he had probably achieved a great deal within Pictland that St Columba could not, and it seems plausible that his reign marks the beginning of the widespread adoption of Christianity amongst the Picts.

great that two rivers were filled with Pictish dead, such that a man could 'walk from one side to the other without getting his feet wet.' Clearly the situation was not completely resolved, for Ecgfrith chose to mount an expedition into Pictland in 685 AD, crossing the Forth and the Tay and encroaching deep into Pictish territory. There, on the 20th May 685 AD, the Pictish forces of Brude, son of Bili, destroyed the Northumbrian army in a total victory. Ecgfrith and all his nobles were slaughtered, and Northumbrian domination was removed from the Picts at a single stroke. Brude, son of Derile, followed up this victory with another battle against the Anglians in 698 AD, in which the Northumbrian leader Berctred, son of Beornheth, was slain.

All of this augured well for the 8th Century, but problems emerged as a civil war started between different factions in the Pictish nobility. There have been different reasons suggested for the unrest, one of which was the orientation of the church. Traditionally, the Pictish church had taken its direction from the Irish Abbey of Iona; now there were plans afoot to reorientate the church towards that of Rome and the Northumbrians (as had all the Saxon kingdoms agreed, at the synod of Whitby in 664 AD). This friction may have resulted in the actions of King Nechtan, who, in 717 AD, expelled the churchmen of Iona from Pictish territory. Nechtan, obviously a man of strong religious conviction, left the throne in 724 AD to pursue a life in the service of the church. There were problems with his successor, Drust, and the appearance of a rival faction sparked the civil war in 728 AD. Nechtan came out of retirement to restore his kingdom, but was defeated in a second battle at Monith Carno in the Mounth Mountains. In a third battle, Oengus Mac Fergus slew Drust and defeated his army, and thus consolidated his hold over the Pictish kingdom.

Flushed with success on the battlefield, Oengus then decided to take the fight to the Scots-Irish of Dalriada, and defeated and subjugated the whole kingdom to his rule. The conquest did not last, for Oengus had to fight more than once to defend his new kingdom, and in 750 AD, the Picts suffered a huge defeat at the hands of the Britons (presumably of Strathclyde) at the Battle of Mocetauc (near modern Glasgow). Oengus's brother Talorgan was slain, probably in command of the army. Oengus continued to rule, but his power was waning and he died in 761 AD, when his brother Brude succeeded him.

The century ended with the rule of Constantine, son of Fergus, a strong king who ruled for at least 35 years. He is recorded fighting and defeating Conall, son of Taidg, probably a Scots-Irish king, in 789 AD. However, the Pictish consolidation was to be short-lived. Although no-one could have predicted it, the 9th Century was to be the last for the kingdom of Pictland.

The beginning of the end for Pictland was signalled in 843 AD. By a mixture of politics, warfare and inter-marriage, the Scot Kenneth mac Alpin amalgamated the territories of Dalriada and Pictland into the single kingdom of Scotland. However, the other key factor was the arrival of the Northmen. Following the first raid on Iona in 795 AD, the coming of the Vikings changed the face of Scotland for ever; their settlements quickly took hold and their language and culture began to spread southwards. The last recorded kings

CHRONOLOGY

297 AD	First mention of Picts by a Roman writer.
367 AD	'Barbarian Conspiracy'; Picts are amongst the barbarians that over-run the defences of Britannia.
428-429 AD	Pictish and Saxon raiders defeated by St Germanus of Auxerre in southern Britain.
428 AD	Vortigern employs Saxon mercenaries to repel Pictish raiders.
450s AD	St Ninian's mission to the Southern Picts.
560s AD	St Columba of Iona visits Pictland and the court of King Bridei.
672 AD	Battle of Carron. The Picts attack the Northumbrians and are defeated by Ecgfrith.
672 AD	Brude, son of Bili, King of the Picts.
685 AD	Battle of Nechtansmere (Dunnichen). Brude mac Bili destroys the Northumbrian army and kills King Ecgfrith.
698 AD	Another Northumbrian army invades Pictland and is defeated. Ealdorman Berctred is killed.
711 AD	Battle of Manau. Picts are defeated by Northumbrians.
720s AD	Pictish civil war. Oengus mac Fergus becomes king.
736 AD	Oengus mac Fergus invades and conquers Dalriada, killing its king.
744 AD	Oengus attacks and defeats the Britons of Strathclyde.
750 AD	Battle of Mocetauc. The Picts are defeated by Strathclyde, and Oengus's brother Talorgan is killed.
761 AD	Death of Oengus mac Fergus.
790s AD	Viking raids begin on Pictland.

of the Picts – Constantine mac Cinaith and his brother Aed, who may have ruled as vassals of the Scots – died in 876 AD and 878 AD. The Picts still existed, but their national identity and language were gradually eroded until they disappeared from the written record altogether. Despite having overcome Romans, Britons, Scots-Irish, Saxons and civil war, the great Pictish nation had slipped back into the mists from whence it had emerged half a millennia before.

NORTHUMBRIA AND THE PICTS

After the Northumbrian attacks on the North Britons in 638 AD and 642 AD, the Saxons turned their attentions to the Picts. It is not clear exactly what the relations with the Picts were at this point; some writers have suggested that the Pictish kings were mere vassals of the Northumbrians, but it is far more likely that the two nations had reached a pact of non-aggression while the Saxons dealt with their immediate British neighbours. Now that Rheged and Gododdin had been seriously reduced – if not conquered – the Northumbrians and Picts were staring each other's kingdoms in the face.

As well as their ambitions for land, religious differences began to manifest themselves between Northumbria and Pictland. Columba's Irish church, based at Iona, had traditionally enjoyed a large degree of influence in both kingdoms. However, following the Synod of Whitby in 664 AD, all the Saxon kingdoms chose to align themselves with the Church in Rome and to throw off the power of Iona. This schism must have caused a fair degree of friction within the Pictish church, especially when the Northumbrian Abbot Wilfrid was pronounced 'Bishop of the Northumbrians and Picts' in 669 AD.

Ecgfrith, son of Oswiu, became king of Northumbria in 670 AD. He was perhaps the most ambitious of all the Northumbrian

kings, and immediately renewed attacks on the Britons of Rheged and perhaps the Picts as well. Whatever the reason – perhaps seeing the Saxon forces preoccupied with fighting the Britons – the Picts marched into Northumbria in 672 AD, and were slaughtered by Ecgfrith's forces. Ecgfrith did not have long to enjoy his victory, for his kingdom was soon under attack from Wulfhere of Mercia, Penda's son, and the Northumbrian king was forced to fight off the invaders.

In 684 AD Ecgfrith sent his eoldorman Beorht on a raid to Ireland, and he returned with 60 hostages. It has been convincingly argued that these were taken to persuade the Scots-Irish of Dalriada to keep out of Northumbria's affairs, for what Ecgfrith did next was both risky and highly ambitious. In 685 AD the Northumbrian king marched with an army into the heart of Pictland, presumably to force a decisive battle with Brude mac Bili, king of the Picts. The decisive battle occurred, but Brude was a cunning king who had been slowly building his strength. On May 20th, the Northumbrians were drawn into battle at Dunnichen and completely destroyed by the Picts; Ecgfrith died on the field, undoubtedly with all his household warriors.

This crushing defeat put paid to Northumbria's campaigns against the Picts for a generation, and Ecgfrith's half-brother Aldfrith became king. He gained diplomatic status by freeing the 60 Irish hostages taken by Beorht and slowly rebuilt the kingdom's strength, although he died leaving only his 8-year old son, Osred, as heir. This lack of leadership sparked civil unrest among the nobility, and was taken advantage of by some of the more vengeful Northumbrians to make war on the Picts again. Ecgfrith's old eoldorman Beorht was killed leading a raid into Pictland in 697 AD, and another battle followed near Dinas Eidyn in 711 AD, in which the Northumbrians triumphed.

A period of peace then followed in which Nechtan, the king of Pictland, established good relations with the church in Northumbria. But in 737 AD, a new and aggressive ruler came to the Northumbrian throne. Eadberht dealt ruthlessly with the opposition to his kingship, then instigated a protracted war on the Picts, Britons and Dalriadans, which slowly pushed Northumbria's borders northwards. However, his ambitions were reined in by the old problem facing all kings of Northumbria: the Mercians were always ready to exploit any weakness in their old rival, for, in 740 AD, Aethelbald of Mercia took the opportunity to raid and burn the key city of York. Eadberht retired from kingship to take holy orders in 758 AD. The Picts had survived over a century of Northumbrian aggression.

ARMIES OF THE PICTS

Despite their lack of written records, the Picts have left us with a superb visual record in the form of their symbol stones, many of which show warriors or scenes of hunting or battle. The ancestors of the Picts – the Caledonians defeated by Agricola at Mons Graupius in 83 AD were described as using chariots and warriors on foot. We can imagine that the chariot became obsolete from British warfare somewhere around this time – the 2nd–3rd centuries AD – although there is no reason to believe that it was not still in use as a status symbol, if not necessarily a weapon of war. Gildas (writing in the 6th Century) complains of British tyrants riding in chariots, so it is quite plausible that Pictish kings were doing the same.
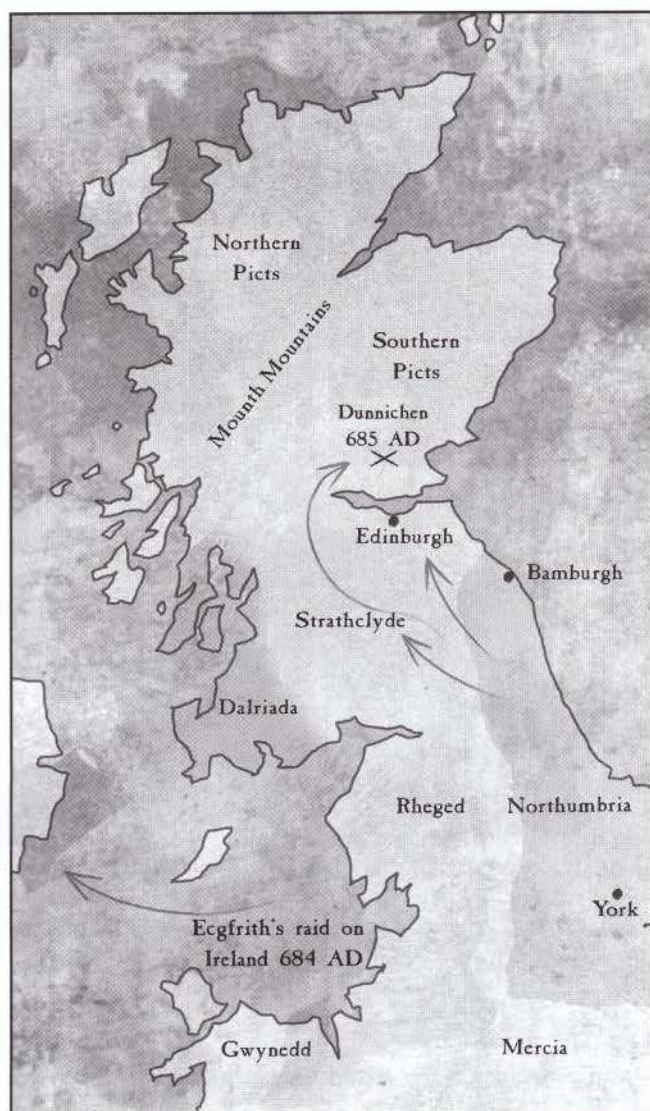
The Picts's love of horses is made clear on their stones – so many warriors are shown mounted, that owning a fine horse must have been a status symbol equivalent to a mail shirt or a sword. Like their British neighbours, the Pictish nobility must have ridden to battle, although whether they fought like that is open to question. Like all other professional warriors in this period, they probably took the decision on the spot, and were surely influenced by their horse-loving neighbours, the Britons of Gododdin. Raids would have demanded mobility, and the distances covered by Pictish raiders certainly suggest a large proportion of mounted warriors – although most would surely have been mounted upon simple, sturdy ponies. Fighting mounted without stirrups or a proper saddle probably entailed prolonged skirmishing with javelins and spears, perhaps followed by a final charge when the enemy weakened – in common with most cavalry of the area.

Another key factor in Pictish mobility would have been their mastery of the curragh – skin-covered boats that were more than capable of slipping past the Roman walls and striking at the softer coastlines to the south. They may even have used planked vessels – a Pictish stone of the 8th Century clearly shows a larger boat of this type.

As well as the Pictish king and his nobles, a raiding party or army would include other warriors, each probably armed with a spear, javelins and buckler. The stones do not give us much information about how these fought, with the exception of the famous Aberlemno Stone, which is widely considered to commemorate the Pictish victory over the Northumbrians at Dunnichen in 685 AD. The stone shows two Pictish spearmen and a swordsman fighting in ranks, fending off an armoured horseman. Much ink has been spilt over long and complicated interpretations of this battle formation, but it seems clear enough that the Pictish warriors are using long spears in a defensive formation. In the opinion of the authors, this suggests that the Picts had developed their tactics from skirmishing to a more effective form of fighting; almost certainly in response to the increased Northumbrian aggression of the 7th Century (we are reminded that, in 672 AD, a Northumbrian victory had filled two rivers with Pictish dead). Certainly, it would be a foolish Pictish king who did not choose to emulate the shieldwalls becoming popular in the warfare of the south.

Finally, a Pictish army would have been completed by a number of skirmishers. Although in other armies these might be no more than warriors too young to fight, we suspect that Pictish society did not look upon archers and slingers as little more than a stepping-stone to joining a warband, as might the Saxons. The Picts had learned many years before that the Romans could not be faced in open battle, so one can understand the growth of a guerrilla mentality amongst them. One Roman chronicler describes how the Picts lived underground during the day, which may be just folklore, but perhaps conveys the suspicion of a foe with the ability to disappear into the heather and hills of a foreign landscape. The stones show a great number of hunting scenes, and it can easily be imagined that the skilled huntsmen would accompany a raiding expedition.

> *'The Picts were readier to cover their villainous faces with hair, than their private parts and bodies with clothes.'*
> – Gildas

ARMY COMPOSITION

Units of Nobles and Warriors may have a Leader (+5 pts), Musician (+5 pts) and a Standard (+5 pts).

THE EARLY SOUTHERN PICTISH KINGDOMS

This list covers the pagan Pictish incursions who threatened Roman Britain by both land and sea in the 4th and 5th centuries. The option to include allies from the Romano-British Civitates allows for units that may have switched sides during the Barbarian Conspiracy of 367 AD that overran Hadrian's Wall and much of Britannia. This would be the army of the semi-legendary Drust, son of Erp, a strong warlord 'who fought a hundred battles'.

Characters: Up to 33% of the points value of the army may be spent on characters. The army may be led by a Chieftain, or a Mormaer upgraded to Army General. The army may not include a Christian Priest.

A Chieftain or Mormaer in an Early Southern Pictish Kingdoms army may select from the following Character Advantages:

Boats (may be taken at no points cost)
Chieftain's Chariot (+50 pts)
Fearsome Blow (+20 pts)
Goad (+15 pts)
Hail of Blows (+20 pts)
Loyalty (+40 pts)
Mounted Raider (may be taken at no points cost)
Javelin Hurling (+10 pts)
Piercing Dart (+5 pts)
Veteran (+10 pts)

Common warriors: At least 33% of the points value of the army must be spent on Nobles and Warriors.

Uncommon warriors: Up to 25% of the points value of the army may be spent on Hunters and Hunting Hounds.

Allies: Up to 25% of the points value of the army may be spent on allies from **one** of the following army lists:

Romano-British *Civitates* – The Twilight of Britannia. Units of Milites and Pedyt may be taken. Each unit may be led by 0-1 Tribune or 0-1 Decurio.

The Scots-Irish – Scotti Raiders and Settlers. Units of Ceithern may be taken. Each unit of Ceithern may be led by 0-1 Curadh or 0-1 Toiseach.

The Saxons – The Sea Raiders. Units of Geoguth may be taken. Each unit of Geoguth may be led by 0-1 Atheling or 0-1 Thegn.

Special Rules:
Mounted Nobles may exchange their Ponies for Horses for +3 points per model.

THE LATER SOUTHERN PICTISH KINGDOMS

This list covers the Pictish kingdoms of the south of Scotland – the area north of the Antonine Wall and south of the Mountains of Mounth – from roughly 600 AD to 800 AD. With close links with their neighbours, the Britons of Gododdin, Scots-Irish of Dalriada, and the Saxons of Northumbria, these Picts were not a nation in isolation. Their most famous victory was at the Battle of Dunnichen in May 685 AD, when the Anglian King Ecgfrith of Northumbria and his entire army were drawn into battle and slaughtered by Brude, King of Fortriu.

Bede claims that the southern Picts were converted by St Ninian, although whether they stayed Christian is open to debate. St Patrick complains of apostate Picts who had reverted to paganism. Given the strong Christianity and close proximity of the Britons of Gododdin, it would be surprising if at least some of the Picts had not been converted by the 6th Century. For this reason, the option is given to have either a Priest or a Magus.

Characters: Up to 33% of the points value of the army may be spent on any characters. The army may be led by a Chieftain, or a Mormaer upgraded to Army General. The army may include either a Magus or a Christian Priest, but not both.

A Chieftain or Mormaer in a Later Southern Pictish Kingdoms army may select from the following Character Advantages:

Boats (+10 pts)
Finest Horses (+20 pts)
Loyalty (+40 pts)
Javelin Hurling (+10 pts)
Veteran (+10 pts)

Fearsome Blow (+20 pts)
Hail of Blows (+20 pts)
Mounted Raider (+20 pts)
Piercing Dart (+5 pts)

Common warriors: At least 33% of the points value of the army must be spent on Nobles and Warriors.

Uncommon warriors: Up to 25% of the points value of the army may be spent on Hunters and Hunting Hounds.

Allies: Up to 25% of the points value of the army may be spent on allies from one of the following army lists:

British and Welsh Kingdoms – The Welsh Kingdoms in the North. Units of Combrogi may be taken. Each unit of Combrogi may be led by 0-1 Tiern or 0-1 Uchelwyr.

The Scots-Irish – Dalriada. Units of Ceithern may be taken. Each unit of Ceithern may be led by 0-1 Curadh or 0-1 Toiseach.

The Saxons – The Anglian Kingdoms of the Heptarchy. Units of Duguth, Geoguth and Ceorls may be taken. Each unit may be led by 0-1 Atheling or 0-1 Thegn.

Special Rules:

• Mounted Nobles and Warriors may exchange their Ponies for Horses for +3 points per model.

• Nobles and Warriors fighting on foot may choose the 'Pictish thrusting spears option' (see below):

• All units of Nobles and Warriors fighting on foot lose their Light Infantry status and become ordinary 'heavy' infantry, ie, with a rank bonus of up to +3. However, they may still only claim up to a +2 bonus for their Leadership.

• Nobles on foot may exchange their throwing spears and bucklers for thrusting spears and shields (free)

• Warriors on foot may exchange their mixed weapons and bucklers for thrusting spears, javelins and shields (+1 pt).

Pictish thrusting spears option

Exactly how Pictish warriors were armed is open to debate – a 2nd Century AD Roman carving from the Antonine Wall shows naked warriors with javelins and swords, whereas a 7th Century Pictish sculpture suggests a more orderly arrangement of long spearmen and swordsmen fighting several ranks deep behind larger shields. At least one commentator has suggested that the formation of multiple ranks of thrusting spearmen dates to the mid 7th Century as a military response to the threat from Northumbria – and this could account for the great victory at Dunnichen against the Angles. If you agree with this interpretation, the following special rules apply to this army:

• All units of Nobles and Warriors fighting on foot lose their Light Infantry status and become ordinary 'heavy' infantry, ie, with a rank bonus of up to +3. However, they may still only claim up to a +2 bonus for their Leadership.

• Nobles on foot may exchange their throwing spears and bucklers for thrusting spears and shields (free)

• Warriors on foot may exchange their mixed weapons and bucklers for thrusting spears, javelins and shields (+1 pt)

THE PICTS OF THE NORTH

This list covers the Picts north of the Mounth Mountains throughout our period – from roughly 400 AD to 800 AD, and perhaps even beyond this date. These tribes lived in the north-east corners of the island, the area most characterised by the great brochs that may even pre-date the Picts themselves. Although part of the Pictish nation, they were geographically isolated and were unlikely to have had much, if any, contact with the Romans and Britons. Their most common visitors would probably have been the Scots-Irish of Ireland and Dalriada. Bede says that St Columba began the conversion of the Northern Picts in 565 AD, and describes his meeting at Loch Ness with one of their kings.

Characters: Up to 33% of the points value of the army may be spent on characters. A Chieftain may not be chosen – the army may be led by a Mormaer upgraded to Army General instead. The army may not include a Christian Priest.

A Chieftain or Mormaer in a Picts of the North army may select from the following Character Advantages:

Boats (may be taken at no points cost)
Fearsome Blow (+20 pts)
Goad (+15 pts)
Hail of Blows (+20 pts)
Loyalty (+40 pts)
Mounted Raider (+20 pts)
Javelin Hurling (may be taken at no points cost)
Piercing Dart (may be taken at no points cost)
Veteran (+10 pts)

Common warriors: At least 33% of the points value of the army must be spent on Nobles and Warriors.

Uncommon warriors: Up to 25% of the points value of the army may be spent on Hunters and Hunting Hounds.

Allies: Up to 25% of the points value of the army may be spent on allies from **one** of the following army lists:

The Scots-Irish – Dalriada. Units of Ceithern may be taken. Each unit of Ceithern may be led by 0-1 Curadh or 0-1 Toiseach.

Special Rules:
Nobles may **not** have light armour or horses.

THE ATTECOTTI

This list covers the enigmatic tribal group known as the Attecotti – 'the tribe of Cat' who may have occupied the north-western seaboard of Scotland. We know little about them, but they seem to have had a reputation for ferocity, and some Attecotti appear to have served in the Roman army. They were involved in the Barbarian Conspiracy of 367 AD, but we do not know for sure whether they were of Pictish or Scots-Irish stock.

Characters: Up to 40% of the points value of the army may be spent on characters. A Chieftain may not be chosen – the army may be led by a Mormaer upgraded to Army General instead.

A Mormaer in an Attecotti army may select from the following Character Advantages:

Boats (may be taken for no points cost)
Fearsome Blow (+20 pts)
Goad (+15 pts)
Hail of Blows (+20 pts)
Loyalty (+40 pts)
Javelin Hurling (+10 pts)
Piercing Dart (+5 pts)
Veteran (+10 pts)

Common warriors: At least 33% of the points value of the army must be spent on Nobles and Warriors.

Uncommon warriors: Up to 25% of the points value of the army may be spent on Hunters and Hunting Hounds.

Allies: Up to 25% of the points value of the army may be spent on allies from **one** of the following army lists:

The Scots-Irish – Dalriada. Units of Ceithern may be taken. Each unit of Ceithern may be led by 0-1 Curadh or 0-1 Toiseach.

Special Rules:
• All units of Nobles and Warriors in the army are Fierce (even if mounted).
• Nobles may **not** have light armour or horses.

Hunting Crossbow

The Pictish Drosten Stone shows a kneeling figure who appears to be armed with a simple crossbow, and there have been several finds of simple crossbow components in Pictland. Although by no means conclusive, this evidence has led many historians to believe that the Picts used crossbows for hunting, and perhaps war as well. However, these weapons were not the armour-piercing beasts of the later Middle Ages; their advantage would be that they required little movement to shoot (unlike drawing back an arrow, which might alert the prey) and, perhaps, had a slightly greater range. Therefore, a unit armed with Hunting Crossbows may shoot up to 24". They strike at Strength 3, and there is no armour save modifier. However, they take time to load, so units using Hunting Crossbows may not move and shoot in the same turn.
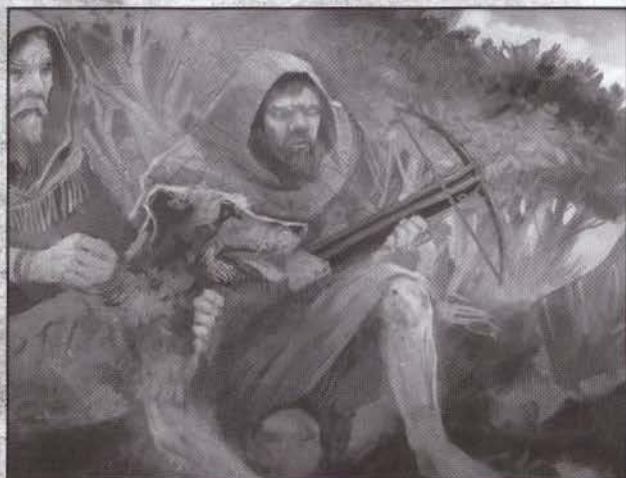
CHARACTERS

0-1 Chieftain

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chieftain	5	5	6	4	4	3	6	3	9	160
In chariot	8	5	6	4	4	3	6	4	9	-

Equipment: Armed with sword, javelins and buckler. May have light armour (+3 pts), throwing spears (+4 pts). May be mounted on a horse (M7, +8 pts).

Special Rule: Army General.

Character Advantages: A Chieftain may select up to two Character Advantages chosen from the relevant army composition section (The characteristics for a chariot only apply if the character takes the Character Advantage Chieftain's Chariot).

Pictish tribal kingdoms were probably led by capable chieftains such as the semi-legendary Drust, son of Erp. It is not thought that there was any system of Pictish high kingship until the 6th or 7th Century.

Mormaer

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mormaer	5	4	5	4	4	2	5	3	8	75
In chariot	8	4	5	4	4	2	5	4	8	-

Equipment: Armed with sword, javelins and buckler. May have light armour (+3 pts), throwing spears (+4 pts). May be mounted on a horse (M7, +8 pts).

Special Rules: If there is no Chieftain in the army, one Mormaer may be upgraded to Army General (+25 pts). One Mormaer may be upgraded to Army Standard Bearer (+15 pts).

Character Advantages: A Mormaer may select up to one Character Advantage chosen from the relevant army composition section. If a Mormaer is upgraded to Army General, he may select up to two Character Advantages (The characteristics for a chariot only apply if the character takes the Character Advantage Chieftain's Chariot).

Mormaer is probably a term of Pictish origin, meaning 'great officer' or something very similar. They would have been important nobles and landowners, subservient only to their king or chieftain, and quite capable of leading a small army in their own right.

Champion

	M	WS	BS	S	T	W	I	A	Ld	Pts
Champion	5	4	4	4	4	2	4	2	7	50

Equipment: Armed with sword, javelins and buckler. May have light armour (+3 pts), throwing spears (+4 pts). May be mounted on a horse (M7, +8 pts).

Special Rule: One Champion may be upgraded to Army Standard Bearer (+15 pts).

Character Advantages: A Champion is not allowed any Character Advantages.

In the absence of written evidence, we have simply referred to individual Pictish Nobles as 'champions' – each of whom probably led his own small band of warriors into battle.

0-1 Magus

	M	WS	BS	S	T	W	I	A	Ld	Pts
Magus	5	3	3	3	4	2	4	1	7	70

Equipment: Staff or similar hand weapon. May be mounted on a horse (M7, +8 pts).

Special Rule: Pagan Priest.

Character Advantages: A Magus is not allowed any Character Advantages.

Although the religion of the pagan Picts is unclear to us, St Columba encountered a man referred to as a 'magus' or 'magician' at the court of King Brude in Inverness. The magus was able to raise a mist and storm before being bested by St Columba in a trial of faith. In battle, the magus would probably have informed his lord of favourable omens and incited the warriors to acts of bravery.

0-1 Christian Priest

	M	WS	BS	S	T	W	I	A	Ld	Pts
Priest	4	4	3	3	3	2	4	2	8	70

Equipment: Hand weapon. May have shield (+2 pts) and light armour (+3 pts). May be mounted on a horse (M7, +8 pts).

Special Rule: Christian Priest.

Character Advantages: A Christian Priest is not allowed any Character Advantages.

Although Christianity undoubtedly came late to many Picts, influential Irish and British missionaries such as Columba of Iona were active in Pictland.

0-1 Bard

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bard	5	4	4	3	4	2	4	1	7	60

Equipment: Armed with sword, javelins and buckler. May have light armour (+3 pts), throwing spears (+4 pts). May be mounted on a horse (M7, +8 pts).

Special Rule: Bard.

Character Advantages: A Bard is not allowed any Character Advantages.

Sculptural evidence shows that musical instruments in use amongst the Picts included horns and small harps – although the bard may just have relied on a clear voice and dramatic gesture.

WARRIORS

0-1 Pictish Nobles

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dismounted Noble	5	4	4	3	4	1	4	1	6	13
Mounted Noble	6	4	4	3	4	1	4	1	7	19

Equipment: Pictish Nobles are armed with hand weapon, throwing spears, buckler and javelins. Mounted Nobles have ponies. May have light armour (+3 pts).

Special Rules: Nobles on foot are Light Troops, and subject to Warband rules 1 and 2. Mounted Nobles are Light Cavalry.

These would have been the personal guard of the chieftain or mormaer leading the army: professional warriors, descendants of the chariot-riding aristocrats who opposed Agricola at the Battle of Mons Graupius in the 1st Century AD. Armour would have been rare, and there is no evidence of it being worn, but there is no particular reason that a successful warlord would not have equipped his favoured warriors with traded or looted mail shirts.

Pictish Warriors

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior on foot	5	3	3	3	3	1	3	1	6	5
Mounted Warrior	6	3	3	3	3	1	3	1	6	11

Equipment: Warriors on foot are armed with mixed weapons and buckler. Mounted Warriors have javelins, bucklers and ponies.

Special Rules: Warriors on foot are Light Troops, and subject to Warband rules 1 and 2. Mounted Warriors are Light Cavalry.

Pictish Hunters

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hunter	5	2	3	3	3	1	3	1	6	6

Equipment: Armed with hand weapon and either shortbow or javelins. 0-1 unit may exchange its shortbows or javelins for hunting crossbow (+1 pt).

Special Rules: Skirmishers. May use the Concealment special rule.

That hunting was a popular activity amongst the Picts is confirmed by the substantial number of hunting scenes depicted on surviving symbol stones, showing hunters armed with bows, javelins and crossbows. While we have no direct evidence, it could be imagined that a large-scale military expedition would be accompanied by the chieftain's huntsmen, who would be employed in scouting, foraging and possibly skirmishing.

0-1 Hunting Dogs

	M	WS	BS	S	T	W	I	A	Ld	Pts
Packmaster	5	3	3	3	4	1	4	1	6	12
Hounds	6	3	0	3	3	1	3	1	3	5

The unit must be led by a single Packmaster and may include up to 6 Hunting Hounds.

Equipment: The Packmaster has javelins and a buckler. The hounds have their teeth!

Special Rules: Warband. Skirmishers. Any hits inflicted by missile weapons should be randomly divided between the Master and the hounds. The hounds may use the Master's Leadership unless he is killed, in which case they use their own.
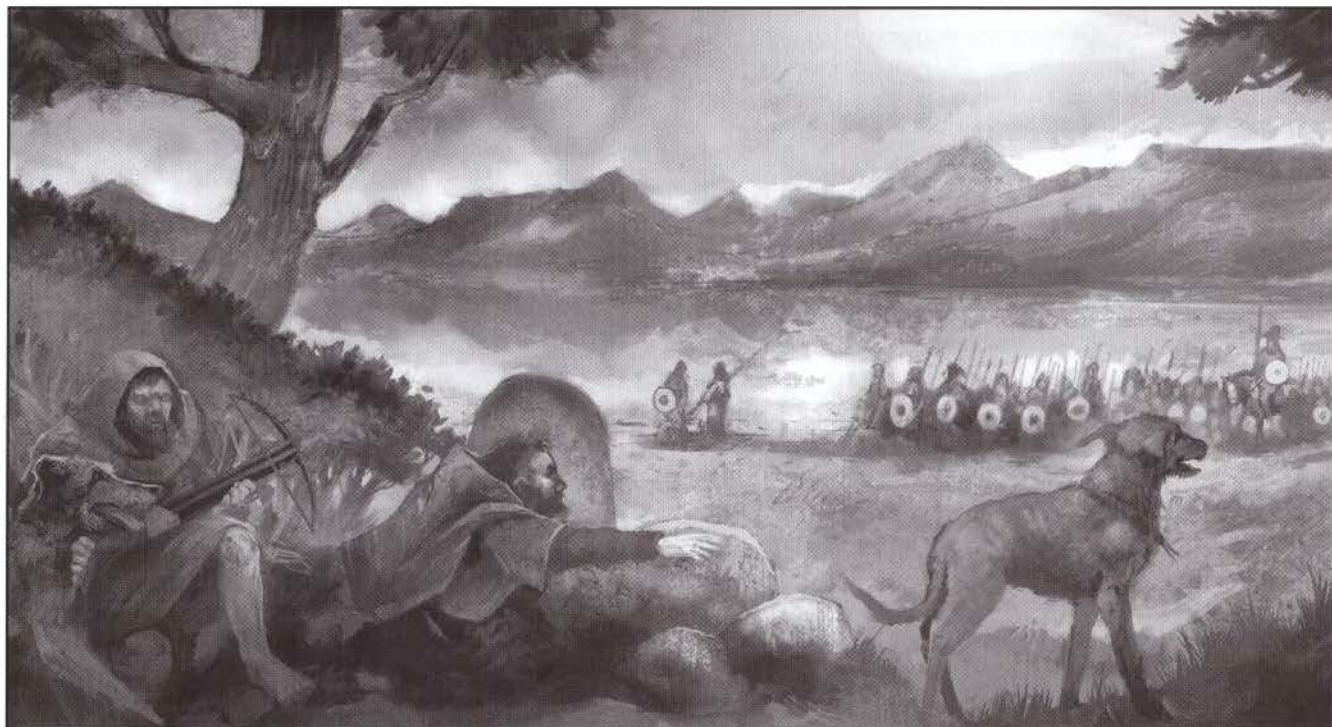
Hunting with dogs is also shown on Pictish stones. Some hounds are recorded as being as large as calves, and were probably particularly effective at bringing down their prey. Whether they had any battlefield use is pure speculation – we would suggest that they might be used to seek out and drive off enemy skirmishers.

MODELLING THE UNITS

Although the Picts have left us no written records, there is a wealth of pictorial evidence from their famous symbol stones – and it is perhaps for this reason that there are plentiful ranges of Pictish wargames figures in a variety of scales. Many of the stones containing figures date to or beyond the end of our period, but there is more than enough evidence to piece together a picture of the typical Pictish warrior.

Long hair and long, pointed beards appear to have been common, especially amongst older warriors. Common warriors are generally shown as bare-legged, wearing long-sleeved tunics. Cloaks and hooded cloaks appear to have been common and probably provided excellent camouflage when hunting or skirmishing. One of the most remarkable finds on display in the Museum of Scotland in Edinburgh is a deep fringed hood from the Orkneys dated to between 250 and 615 AD. The fact that most Picts will only have one or perhaps two garments makes Pictish armies simple and quick to paint. Cloth may have been striped or simply checked, and this is an effect well worth reproducing on your miniature Picts. We have found that using a strong contrasting colour for the stripes or checks works well – sandy yellow or cream is especially effective over darker colours, and chestnut brown shows up impressively on pale saffron or cream tunics or cloaks. There is no obligation to check and stripe every garment, and you can save much painting time by choosing to decorate smaller items of clothing, such as rolled cloaks. The famous Scottish tartans are considerably more complex and the invention of a much later era, so are not appropriate for our Dark Age warriors (good news for lazier figure painters!). As for Pictish clothing colours, we can only make some educated guesses; undyed wool was probably commonplace, varying from off-white to brown. Some tunics may have been dyed; earthy yellows and greens always look good on Pictish models, with the occasional dash of blue or red to denote high-status warriors.

Whether or not the Picts were tattooed or painted is still a matter of great debate. Many primitive societies practiced tattooing as a rite of passage, and it is quite plausible that some of the Pictish tribes could have done so. In this case, one might expect the tattooed designs to reflect the distinctively Pictish art forms of the symbol stones, perhaps denoting tribal allegiance or individual status. Tattoos can be achieved on 25/28mm models with a small brush and a steady hand, and are probably best executed in a dark colour such as black or deep blue. Body and face painting (such as the 'woading' popularized by Mel Gibson's *Braveheart*) is easier to carry out and can look extremely effective on both 25/28mm and 15mm models. On a final note, it has been suggested that the pre-Pictish Celtic tribe of the 'Smertae' ('the Smeared People') took their name from daubing themselves with the blood of their enemies; although tenuous and improvable, this could create a particularly ferocious-looking army!

Pictish nobles are often shown wearing long, robe-like tunics, which may have been decorated with tassels or embroidery. The extra surface area on these long tunics makes them a great opportunity for the keener painter, especially when adding woven decorative edges. Cloaks would have been common among the nobility and are another excellent opportunity for painting. There are no depictions of armour in Pictish sculpture, excepting the mailed and helmeted horseman shown on the Aberlemno stone – who is almost certainly a Northumbrian Saxon. This, of course, is not evidence that Pictish nobles did not wear armour or helmets, but, if, so, we could easily imagine that much of it might be inherited from either the Romans or Saxons. The kings of the southern Picts may have worn heavy silver neck chains – a fair number of these prestige items have been found at high-status sites across southern Pictland, although some have also been found in British territory, possibly indicating a northern British origin for these ceremonial items.

Horses were mostly small ponies and look great in various shades of grey and brown. The Pictish stones show large saddle-cloths, which can provide another good opportunity to paint checks and stripes. It is worth noting that horsemen are only ever shown using round bucklers, not the square shields shown in use by some Pictish infantry.

We have a good deal of sculptural evidence as to the shape and size of Pictish shields; round, square, rectangular and 'H-shaped', but few details as to the designs (if any) that were painted on them. For inspiration for shields and banners it seems more than reasonable to use the designs of the Pictish symbol stones, which include stylized depictions of animals such as stags, boars and eagles as well as more abstract geometric symbols. A huge amount of academic ink has been spilled over the meanings of these various symbols, which we will not examine in great detail here, but suffice to say that some of the more compelling theories have suggested tribal connections to each symbol. Perhaps individual warbands or tribes had a totemic animal which featured on their war banner? This links closely with Elizabeth Sutherland's interesting analysis of the pre-Pictish tribes of Scotland mentioned by Ptolemy in his map of Britain from the 2nd Century AD. Sutherland suggests that the *Lugi* of Ross-shire's name means 'ravens' (perhaps a reference to their dark hair and complexion); that the *Epidii* were 'horse-breeders' or 'horse-folk'; that the *Selgovae* tribe of southern Scotland's name meant 'hunters'; and that, possibly, the *Venicones* were linked with 'swamp or alder hounds'. With origins such as these, it is not implausible to suggest that the later Pictish tribes adopted a similar, totemic identity, which may have been reflected in their banners and shields. Another equally interesting theory ascribes a protective element to some of the more abstract Pictish symbols – it has been suggested that one of the famous 'Z rod' symbols actually depicts an arrow breaking on a shield. None of these theories is provable, but it would be a very bland Pictish army that featured none of the distinctive symbols somewhere upon a banner or shield.

Pictish Names		
Alpin	Fidach	Talorcan
Brude/Bridei	Gartnait	Taran
Cinaith	Nechtan	Uist
Drust	Oengus	
Erp	Talorc	

WARGAMING TACTICS

As you would expect for a 'guerrilla' army, the Picts are spoilt for good quality skirmishers. First and foremost, the Concealment ability allows them to deploy last, and outside their usual deployment area. If your opponent has deployed on quite a small frontage, you may be fortunate enough to be able to sneak a unit into one of the corners of the battlefield, behind his lines. Failing that, you should at least be able to occupy any woods or rocky terrain in the centre of the battlefield. Your skirmishers can then move to within 8" of enemy formed units to hinder their marching – vital to slow down the most effective enemy units so you can choose where the combats will be. Alternatively, the skirmishers can simply be used to whittle down the enemy ranks with missiles. Picts armed with hunting crossbow have the best-ranged weapons of the period (excepting Romano-British Sagittari) and, with a few lucky dice rolls, can inflict significant casualties on enemy units and may even be able to panic enemy horsemen. As the crossbowmen cannot move and shoot, we have discovered that they are best placed in a position where they will have several rounds of uninterrupted shooting before they need to make a run for it – the edges of woods are popular places to conceal them! Lastly, don't forget that Pictish hunters have a Leadership of 6; although it may seem low, it allows them to rally and pass Panic tests far more frequently than you would expect. For this reason, a Pictish skirmish line is more resilient than that of other cultures, and – true to form – will often keep coming back to frustrate your opponent.

In close combat, Pictish warriors tend to die in droves – whether this is down to their unarmoured status or the dire luck of our playtesters is for you to decide! So, as with all barbarians, take more than you need. Have an extra rank in your warband if possible – 24 models in a 6 x 4 formation is common and allows for the inevitable casualties. Smaller, more flexible units can be sent on flank marches to try to surround the enemy – exactly as happened to the Northumbrians at the Battle of Dunnichen. And don't forget, these light infantry units can break into skirmish order – with javelins, WS 3 and the mixed weapons re-roll in combat, Picts can potentially wreak havoc on enemy lines, as long as they avoid getting charged by formed units. Preventing formed units from marching, whittling the ranks with javelins and generally distracting the enemy are all valid uses for Pictish warriors.

A player who chooses the mysterious Attecotti may have less of these tactical options open to them, as being Fierce means that their warriors will be charging the enemy on a regular basis. An Attecotti raiding force will feature more characters than an average Pictish army, so make sure that they are placed where they can spearhead attacks. What the Attecotti lack in subtlety, they can hopefully make up for in close combat!

Noble warriors are effective on either foot or horse. As infantry, they are excellent for helping to hold the centre of the battle line, and can hold their own against the comitatus units of other cultures. On horseback they are highly dangerous – with BS and WS of 4 they are formidable warriors in both javelin-hurling and close combat, with the added bonus of being hard to kill (Toughness 4). Mounted nobles can be further enhanced by the addition of a character with Mounted Raider or Finest Horses, making them even more mobile and flexible.

Allied infantry units such as Britons, Saxons and Dalriadan Scots-Irish can be useful for holding the centre of your battleline. The former two are formidable warriors, and the Scots bring the useful rank bonus of +3, which can make all the difference in close combat. The disadvantage of allies is, of course, the fact that they can't use the special abilities of the army general or battle standard, so it helps to have them be led by a hero. This character can also make themselves useful by taking and issuing challenges.

Taking a Later Southern Pictish Kingdoms army allows you to arm the warriors with thrusting spears and shields; the shields won't make a huge difference, but the thrusting spears and rank bonus of +3 will suddenly mean that you have units capable of taking on and (hopefully) beating their Saxon and Dalriadan neighbours in a frontal fight. Don't let this distract you from continuing to use concealed troops and mounting flank attacks; if the spearmen fail their Warband test, they can be compelled to charge, leaving you at a disadvantage. It is well worth keeping your army general and battle standard within range of the front line units at this point, so that the warriors can survive to fight in the second round of combat, where they will have all the advantages of fighting in two ranks.

THE ARMY OF BRUDE MAC BILI

A Pictish army

'On this day, Brude gives battle for the heritage of his grandfather.'

— Ancient Gaelic poem

Brude (or Bridei) mac Bili was one of the greatest Pictish warlords; King of Fortriu, he ruled from around 671 AD until his death in 693 AD. Grandson of a Pictish king of Fortriu, Brude was the son of the British king of Strathclyde and was also related to the Northumbrian ruling dynasty. Although he had undoubtedly been involved in war as a young man since the middle of the 7th Century, he increased his reputation with attacks on Dunnottar, Orkney and Dundurn in the 680s AD before sealing his overlordship of the area with the momentous victory over the Northumbrians at Dunnichen in May 685 AD.

This army uses the Later Southern Pictish Kingdoms variant of the Pictish army list.

CHARACTERS – 470 points

Brude mac Bili, King of Fortriu – 205 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chieftain	7	5	6	4	4	3	6	3	9	205

Equipment: Armed with sword, throwing spear, javelins, buckler, light armour and horse.

Special Rule: Army General.

Character Advantages: Brude has the following Character Advantages:

Mounted Raider (+20 pts)
Veteran (+10 pts)

We have imagined Brude as a mounted veteran warrior, commanding his own bodyguard and perhaps taunting the enemy into foolish charges with feigned flights.

Taran mac Enfidach – 110 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mormaer	7	4	5	4	4	2	5	3	8	110

Equipment: Armed with sword, throwing spear, javelins, buckler, light armour and horse.

Character Advantages: Taran has the following Character Advantage:

Mounted Raider (+20 pts)

Taran succeeded Brude on his death in 693 AD, so it is plausible that he was his chosen successor and could even have been present at the Battle of Dunnichen.

Talorcan, Army Standard Bearer – 80 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Champion	5	4	4	4	2	4	2	7	80

Equipment: Armed with sword, throwing spear, javelins, buckler, light armour and horse.

Special Rule: Army Standard Bearer.

Oengus, Bard to Brude mac Bili – 75 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bard	5	4	4	3	4	2	4	1	7	75

Equipment: Armed with sword, throwing spear, javelins, buckler, light armour and horse.

Special Rule: Bard.

We do not know the names of other kinsmen of Brude who may have been present at the battle, so we have chosen a pair of common Pictish names for his standard bearer and bard. Given Brude's recent military successes and reputation, it does not seem unreasonable to grant him a bard to sing his praises.

TROOPS – 1,030 points

The Bodyguard of Brude: 9 Mounted Pictish Nobles + Leader, Standard & Musician – 213 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted Noble	7	4	4	3	4	1	4	1	7	22

Equipment: Hand weapon, throwing spears, buckler, javelins and horses.

Special Rule: Light Cavalry.

The Aberlemno stone shows Pictish horsemen in combat with their armoured Northumbrian counterparts, so we have included a couple of units of mounted warriors, including Brude's personal bodyguard.

9 Mounted Warriors with Leader, Standard and Musician – 114 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted Warrior	6	3	3	3	3	1	3	1	6	11

Equipment: Hand weapons, javelins, bucklers and ponies.

Special Rule: Light Cavalry.

32 Pictish Warriors with Leader, Standard and Musician – 207 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior on foot	5	3	3	3	3	1	3	1	6	6

Equipment: Thrusting spears, javelins and shields.

Special Rules: Subject to Warband rules 1 and 2. May count combat rank bonus of up to +3, but only up to a +2 bonus for Leadership.

32 Pictish Warriors with Leader, Standard and Musician – 207 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior on foot	5	3	3	3	3	1	3	1	6	6

Equipment: Thrusting spears, javelins and shields.

Special Rules: Subject to Warband rules 1 and 2. May count combat rank bonus of up to +3, but only up to a +2 bonus for Leadership.
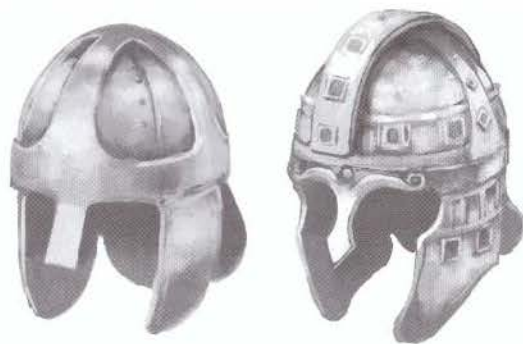
24 Pictish Warriors with Leader, Standard and Musician – 159 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior on foot	5	3	3	3	3	1	3	1	6	6

Equipment: Thrusting spears, javelins and shields.

Special Rules: Subject to Warband rules 1 and 2. May count combat rank bonus of up to +3, but only up to a +2 bonus for Leadership.

The bulk of Brude's army would have consisted of spearmen like those shown on the Aberlemno stone.

10 Pictish Hunters – 60 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hunter	5	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon and shortbow.

Special Rules: Skirmishers. May use the Concealment special rule.

10 Pictish Hunters – 70 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hunter	5	2	3	3	3	1	3	1	6	7

Equipment: Hand weapon and hunting crossbow .

Special Rules: Skirmishers. May use the Concealment special rule.

Skirmishers would have been important to help lure the impetuous Ecgfrith of Northumbria into the trap that resulted in the annihilation of his army.

Total: 1,500 points (130 models)

THE SCOTS-IRISH

'Cúchulain was practising his feats of battle – the apple-feat, the feats of the sword blade and the tilted shield; the feats of the throwing spear; the body-feat, the hero's salmon leap and the feat of Cat; the pole-throw and the jump over a poisoned blade; the noble chariot-fighter's crouch; the bellows spear; the spurt of speed; the feat of the chariot-wheel and the feat of the shield-rim; the breath-feat; the hero's cry and the snapping mouth; the blow of accuracy and the stunning-shot; stepping on a spear in flight, and standing upon its point; and the binding of a warrior.'

– Táin Bó Cuailnge

OVERVIEW

The Irish of this period were well-known to the Romano-Britons as the Scotti, a term meaning 'raiders' or 'plunderers'. They came from Ireland in hide-covered boats, or curraghs, and extensively raided the western coasts of Britain, also settling in Demetia (now Dyfed, South Wales) and Dalriada (which became the south-west coast of Scotland). Their culture was both Celtic and heroic – the famous 'Cattle Raid of Cooley' depicts lone heroes fighting it out in chariots and on foot, hurling javelins and fearsome insults amongst other displays of martial prowess.

In Ireland itself, there was a long history of kingship stretching back to the Bronze Age and perhaps beyond. Ireland was traditionally divided into five large provinces: Ulster (the kingdom of the Ulaid), Leinster, Munster, Connacht and Meath. Each of these was further divided into petty kingdoms (tuatha), each with its own king (a Ri Tuath); a high king (Ard Ri) chosen from one of the five provinces ruled them all from the royal fortress at Tara. Despite this apparent level of homogeneity in Ireland, there can be little doubt that one of the principal activities of kings was raiding their neighbours; the picture painted by early Irish texts is very much one of a land in which raiding and low-level warfare were endemic. It is little coincidence that

the standard unit of currency in Ireland was the cumhal, a female slave, and equivalent to three cows – both portable forms of wealth that could be taken by strength of arms. According to one of Ireland's highly developed codes of law, an Irish king could muster his army for three reasons: to defend against invasion, to protect the borders, and to mount an expedition into an enemy's territory; and we have no reason to doubt that all three of these can, and did, happen.

Our main interest is, of course, in the Scots-Irish who came to Britain as raiders and settlers. The western seaboard of Britain suffered the most, and many Irish also settled along this stretch, especially in the south-west of modern Wales. The kingdom known as Demetia (or Dyfed) appears to have been settled at the end of the 4th Century by the Dési, a Scots-Irish tribal group from Munster, who probably ruled there for over a century. Their influence is shown in the Ogam Stones and circular 'raths' (small, circular ring-forts) that bear a strong resemblance to their counterparts in Ireland. Other Irish settlements were known in Dumnonia and north Wales, where a persistent origin myth states that the sons of Cunedda of the Votadini (ie, the British kingdom of Gododdin, in the north) were sent to remove and replace the Scots-Irish settlers sometime around the end of the 4th or the beginning of the 5th Century. It has been convincingly argued that this migration was at the behest of a Roman or Romano-British commander, in which connection the famous Magnus Maximus has been associated.

THE CATTLE RAID OF COOLEY

The Táin Bó Cuailnge (the Cattle Raid of Cooley) is the most famous of a series of heroic tales known as the Ulster cycle. Although not written down until the later Middle Ages, the language of the Táin dates to the 8th Century, and the tale itself may be several hundred years older. While it contains some fantastical elements, the text is often considered to be a glimpse into an earlier era. The story tells of Cúchulain, 'The Hound of Ulster', a mighty hero who single-handedly battles the invading warriors of Connacht. The story is replete with graphic descriptions of single combat, Cúchulain's deeds with sword, spear, javelin, sling and chariot – feats of arms which might well have been emulated (if not necessarily achieved!) by other Irish heroes of the Dark Ages.

OGAM

Ogam script is a mysterious code of notches cut against or across a stick. It is likely to have originated in Ireland, where it was used by the learned classes for recording information on both stones and wood, and was later adapted to fit the letters of the Latin alphabet. Its presence on stones in western Britain suggests a strong Irish influence – and possibly, even an Irish ruler. The most famous stone from south Wales is the memorial to Vortepor, the 'Protector of Demetia', which is inscribed in both Latin and Ogam – 'the monument of Vortepor, Protector'.

The Scottish kingdom of Dalriada was established around 500 AD by migrants from nearby northern Ireland. Its first king seems to have been Fergus, son of Erc, who was followed by his brothers and other family members. A network of islands and peninsulas, Dalriada was traditionally divided into three kindreds: the Cenel Loairn ('the people of Loarn'), the Cenel Gabrain ('the people of Gabrain'), and the Cenel nOengusa ('the people of Oengus'), amongst whom overall kingship was competed for. Christianity was quickly established in the new kingdom, and by the late 6th Century several members of the ruling family were members of the clergy. St Columba was clearly an honoured guest at the 6th Century court of Conall, who may have gifted him the island of Iona for his famous monastery. Later in the century we see Dalriada fighting against its Irish cousins, then expanding east and coming into conflict with both Britons and Picti. In 603 AD, Aedan mac Gabran joined forces with Irish and British allies and marched the Dalriadan army into Northumbria to combat the Anglian King, Aethelfrith. The battle, fought at the unidentified site of Degsastan, was hotly contested with significant casualties on both sides: Aethelfrith's brother and his household were amongst those slain. However, the Northumbrians held the field, and Aedan's army was slaughtered, along with his son, Domingart. After this disaster, commented the Venerable Bede, 'no king of the Scots dared to challenge the English on the battlefield.'

Worse was to come for Dalriada, when it suffered under the leadership of Domnall Brecc (see sidebar). In the light of such military disasters, its low profile in the following years of the 7th Century can be well understood. An intermittent civil war in the early 8th Century further weakened the Scots-Irish kingdom, until it was invaded and annexed by Oengus, King of the Picts, around 741 AD. Although not without struggle, Dalriada effectively became part of Pictland until the end of the century. From this dire situation, it is perhaps all the more remarkable that Pictland and Dalriada became united as Scotland in the 9th Century – but that is another tale.

'Ravens pecked the head of Domnall Brecc.'

Domnall Brecc was one of the most famous – but notoriously unsuccessful – warrior kings of Dalriada. He fought battles against the Picts and even against his own Irish kindred at the Battle of Mag Rath in Ulster in 637 AD, for which act he incurred the wrath of the Abbey of Iona. He was eventually killed at the Battle of Strathcarron by the Britons of Strathclyde in 643 AD.

CHRONOLOGY

367 AD   'Barbarian Conspiracy' of Scots-Irish, Attecotti, Picts and Saxons overruns the defences of Roman Britain.

400s AD   Continual Scots-Irish raids in Britain. Niall of the Nine Hostages is the first named Scots-Irish raider.

430 AD   Palladius sent to Ireland by Rome to serve as Bishop of Irish Christians.

430s AD   St Patrick arrives in Ireland to bring Christianity to the pagan Irish.

450s AD   Cunedda and his sons are sent from Gododdin to Gwynedd to remove Scots-Irish settlers. King Ceretic of Strathclyde mounts raids on Ireland and is chastised by St Patrick.

500s AD   Fergus mac Erc of Ulster founds the Scots-Irish kingdom of Dalriada in the north-west of Britain.

563 AD   St Columba is exiled from Ireland and arrives in Dalriada. Monastery on Iona is founded.

597 AD   Death of St Columba at Iona.

603 AD   Battle of Degsastan: King Aedan mac Gabran of Dalriada is defeated by Aethelfrith, Anglian king of Bernicia.

634 AD   Aedan of Iona founds the monastery on Lindisfarne and becomes Bishop of Northumbria. Irish missionaries begin to travel to other Saxon kingdoms.

637 AD   Battle of Mag Rath in Ulster. The Irish high king, Domnall mac Aedo, defeats King Domnall Brecc of Dalriada and his British allies.

643 AD   King Domnall Brecc of Dalriada is killed in battle against the Britons of Strathclyde.

679 AD   Adomnan, St Columba's biographer, becomes Abbot of Iona.

684 AD   Ireland raided by King Ecgfrith of Northumbria, who takes 60 hostages.

686 AD   Adomnan visits Northumbria to secure release of Irish hostages taken by Ecgfrith.

697 AD   Synod of Birr in Ireland: the 'law of the innocents' is passed to protect women, children, the elderly and clergy in time of war.

780s AD   Book of Kells written in Iona and Ireland.

795 AD   First Viking raid on Iona.

ST PATRICK AND ST COLUMBA

He may have become the patron saint of Ireland, but St Patrick was a Romano-British aristocrat by birth. As a youth he was carried off to Ireland during a great raid by Irish slavers, and eventually escaped and returned home to Britain – only to take himself back to Ireland on a mission to convert his captors to Christianity. Although St Patrick was probably not the first missionary to visit Ireland, he was certainly the most famous and influential of his era. Because of him, Christianity took hold in a number of key sites across Ireland. From Patrick's arrival in Ireland around 431 AD, the Church quickly established itself as a protector of learning alongside the well-established Irish scholars. Petty kings and nobles became Christian, which then filtered down to their many subjects over the years.

The 6th Century saw the second most important churchman in Irish history, St Columba. A prince by birth, Columba became involved in an armed conflict and left Ireland under voluntary exile 'to win as many souls for Christ as he had caused to die in battle.' He took himself to Dalriada, the home of his kinsmen in Britain, and there proceeded to help with the unification of the nascent Scots-Irish kingdom. Under the influence of Columba and his monks, Dalriada grew into a strong Christian community It is said that Gabran of Dalriada gifted Columba the island of Iona for his most famous monastery, although it had probably already been established for a couple of generations. Whatever the case, Iona became the jewel in the crown of the Celtic Christian church. Centrally placed, it was ideally positioned to administer to Ireland, Dalriada and Pictland, and continued to do so for many centuries. Its power was reduced by the Synod of Whitby in 664 AD, in which the Northumbrian Church aligned itself with Rome rather than Iona, but it was only in the Viking Age that this great bastion of Christian learning was placed under physical threat and attacked on several occasions.

ARMIES OF THE SCOTS-IRISH

At the head of any Irish army would be its king, the Ri Tuath ('tribal king'). He would be supported by his champions (Curadh) and Leaders (Toiseach) and protected by his immediate bodyguard, professional warriors known as 'Fianna' after the followers of the great legendary hero of Ireland, Finn MacCumhail (pronounced 'Finn Mac Cool'). A seaborne raiding band would be unlikely to be led personally by a Ri Tuath, and would more likely be under the command of a Curadh and his followers.

Chariots are mentioned frequently in the Cattle Raid of Cooley, which may represent memories of an earlier age of heroes, waging war in a similar fashion to that described in Homer's *Iliad*. These would have been light chariots similar to those witnessed by Julius Caesar in the 1st Century BC, and the Táin makes it very clear that they were not just hero-transport and were driven into battle. We would expect that the use of these chariots by noble warriors and heroes continued in Ireland for a large portion of this period – St Admonan describes the Battle of Móin Dairi Lothair in 563 AD in which a certain king escaped in a chariot. However, perhaps only a few chariots made it to Britain, and then largely as status symbols. Gildas chastises the kings of 6th Century western Britain for riding in chariots – and it is worth noting that many of these kings had some Scots-Irish ancestry.

As well as chariots, it is clear that the Irish (then, as now) loved a fine horse – and it is interesting to note that the Fianna of Finn MacCumhail set great store by their horses, as they allowed the warband to ride swiftly across Ireland to wherever they were needed. Many of their ponies would have been considered poor by today's standards, but it is clear that the Irish nobility (at least) knew how to ride and would take horses as necessary.

Under the Ri Tuath and the Fianna would be lesser warriors, whom we have called Ceithern (footsoldiers). These men were likely to be poorly armed, perhaps with no more than a javelin, knife and buckler of wicker or leather and wood. Irish swords, where carried, were traditionally small and short; shield bosses were also smaller than those of the Britons and Saxons, perhaps reflecting a paucity of iron. In the Táin, the common soldiers serve little more purpose than to be slaughtered in their hundreds by the great heroes, but in reality they must have had a greater role to play. The warrior culture of the Scots-Irish, their emphasis on single combat, and the fact that those who raided and settled overseas were probably volunteers (in much the same way that the less-violently inclined Norsemen and Danes may have stayed home and not gone a-viking in later centuries), meant that the Scots-Irish raider was not to be underestimated.

Although not mentioned in military musters, the warbands of the Scots-Irish must have been supported by a handful of skirmishers that we have chosen to refer to as 'tilgeyr', – 'hurlers of missiles'. These were probably youths too young to fight with the warbands, perhaps similar to the 'boys troop' – a training group of teenage warriors – mentioned in the Táin. Javelins and slings are referred to in many sources, although the bow seems not to have been in use amongst the Irish of this period.

ARMY COMPOSITION

Designers' note: Some of the abilities given to characters in this army list are deliberately heroic to help recreate the particular style of Celtic warfare depicted in the Táin Bó Cuailnge, and to compensate for the poor quality of the common Scots-Irish warriors. If you would like to depict your Scots-Irish army as a less heroic affair, feel free not to take any Character Advantages or chariots. The choice is yours.

Units of Fianna and Ceithern may have a Leader (+5 pts), Musician (+5 pts) and a Standard (+5 pts).

SCOTS-IRISH RAIDERS AND SETTLERS

This list covers those Scots-Irish who either raided the coasts of Britain, or settled there in Demetia, Gwynedd or Dumnonia. Although a strong colony was established in Demetia, they never equalled the status achieved by the settlement of Dalriada or the kingdoms of their homeland.

Characters: Up to **one** 33% of the points value of the army may be spent on characters. A Ri Tuath may not be chosen – the army may be led by a Curadh upgraded to Army General instead.

Character Advantages: A Curadh in a Scots-Irish Raiders and Settlers army may select from the following Character Advantages:

Boats (may be taken for no points cost)
Chieftain's Chariot (+50 pts)
Fearsome Blow (+20 pts)
Goad (+15 pts)
Hail of Blows (+20 pts)
Javelin Hurling (+10 pts)
Piercing Dart (+5 pts)
Salmon Leap (+15 pts)
Veteran (+10 pts)

Common warriors: At least 33% of the points value of the army must be spent on Fianna and Ceithern.

Uncommon warriors: Up to 20% of the points value of the army may be spent on Tilgeyr and Irish Wolfhounds.

Allies: Up to 25% of the points value of the army may be spent on allies from one of the following army lists:

British and Welsh Kingdoms – choose from The British Kingdoms or The Welsh Kingdoms in the West. Units of Combrogi may be taken. Each unit of Combrogi may be led by 0-1 Tiern or 0-1 Uchelwyr.

Special Rules:
Curadh and Toiseach may **not** ride in chariots (the only exception to this is a Curadh who has been upgraded to Army General and taken the Character Advantage Chieftain's Chariot).

DALRIADA

This list covers the kingdom of Dalriada, established on the western coast of Scotland by the Scots-Irish around 500 AD. Dalriada was very much a network of islands, peninsulas and coastal inlets, so boats and ships were key to transporting goods. This is underlined by the fact that a 7th Century muster of Dalriada refers only to men and boats – so we have every reason to believe that horsemen were not a common sight in the armies of Dalriada.

Characters: Up to 33% of the points value of the army may be spent on characters. The army may be led by a Ri Tuath, or a Curadh upgraded to Army General. A Druid may not be taken.

Character Advantages: A Ri Tuath or Curadh in an army of Dalriada may select from the following Character Advantages:

Boats (may be taken for no points cost)
Fearsome Blow (+20 pts)
Goad (+15 pts)
Hail of Blows (+20 pts)
Javelin Hurling (+10 pts)
Piercing Dart (+5 pts)
Salmon Leap (+15 pts)
Veteran (+10 pts)

Common warriors: At least 33% of the points value of the army must be spent on Fianna and Ceithern.

Uncommon warriors: Up to 20% of the points value of the army may be spent on Tilgeyr and Irish Wolfhounds.

Allies: Up to 25% of the points value of the army may be spent on allies from one of the following army lists:

British and Welsh Kingdoms – Choose from The British Kingdoms or The Welsh Kingdoms in the West. Units of Combrogi may be taken. Each unit of Combrogi may be led by 0-1 Tiern or 0-1 Uchelwyr.

The Picts – Choose from The Early Southern Pictish Kingdoms, Later Southern Pictish Kingdoms, or The Picts of the North. Units of Pictish Warriors may be taken. Each unit of Warriors may be led by 0-1 Mormaer or 0-1 Champion.

Special Rules:
• Mounted Ceithern may not be fielded as part of an army of Dalriada.

• No characters mounted in chariots may be fielded as part of an army of Dalriada.

• A King's Champion may be taken (see opposite)

Irish Names		
Adomnan	Cathbharr	Goll
Ailill	Comgan	Laegh
Amergin	Conn	Lorcann
Beag	Donngal	Morna
Bran	Eochaidh	Niall
Brendan	Erc	Oisín
Cascorach	Fergus	Seachnall
Cathal	Finn	Tairdelbach

THE KINGDOMS OF IRELAND

This list covers the Irish provinces of Munster, Ulster, Meath, Connacht and Leinster, as they fought and raided each other throughout the 4th–8th centuries. They were also not immune to attack from mainland Britain – the British king Coroticus of Strathclyde mounted seaborne slaving raids in the 5th Century, and the Anglian ealdorman Behrt raided and took hostages in 684 AD on behalf of his lord, King Ecgfrith of Northumbria – so this list would do well to represent any Irish resistance.

Characters: Up to 33% of the points value of the army may be spent on characters. The army may be led by a Ri Tuath, or a Curadh upgraded to Army General. If the army features a squadron of Heroes in Chariots (see below), the points value of the army that may be spent on characters is increased from 33% to 40%.

Character Advantages: A Ri Tuath or Curadh in an Irish Kingdoms army may select from the following Character Advantages:

Boats (+10 pts)	Chieftain's Chariot (+50 pts)
Fearsome Blow (+20 pts)	Finest Horses (+20 pts)
Goad (+15 pts)	Hail of Blows (+20 pts)
Javelin Hurling (+10 pts)	Piercing Dart (+5 pts)
Salmon Leap (+15 pts)	Veteran (+10 pts)

Common warriors: At least 33% of the points value of the army must be spent on Fianna and Ceithern.

Uncommon warriors: Up to 25% of the points value of the army may be spent on Tilgeyr and Irish Wolfhounds.

Allies: Up to 25% of the points value of the army may be spent on allies from one of the following army lists:

The Scots-Irish – Dalriada. Units of Ceithern may be taken. Each unit of Ceithern may be led by 0-1 Curadh or 0-1 Toiseach..

Special Rules:

- *A King's Champion* may be taken (see Special Rules opposite)
- Any Curadh and Toiseach may ride in chariots (+ 10 pts).
- Characters riding in chariots may be formed into a chariot squadron (see *Heroes in Chariots* Special Rule opposite).

King's Champion

Although many Irish warriors considered themselves heroes, a great chieftain's retinue might include a mighty champion such as the legendary Cúchulain, the 'Hound of Ulster'. In order to fight on the chieftain's behalf, they would be expected to be proficient in the heroic boasting and goading that characterised Celtic combat, as well as the skills of weapon handling.

If the army is led by a Ri Tuath, then a single Curadh may be designated as 'King's Champion'. He is subject to the following special rules:

- He may take up to three Character Advantages, rather than the usual one. No Character Advantage may be taken more than once. Points are paid for all Character Advantages, as normal.
- The King's Champion may never refuse a challenge.

Heroes in Chariots

As we have already mentioned, the Tain paints a picture of individual heroes in chariots. In Warhammer Ancient Battles, you will find that these lone chariots may do well fighting single combats or scattering skirmishers, but will struggle in prolonged combats. Therefore, if you have a number of characters in chariots, you may choose to form them into a chariot squadron as follows:

- The squadron must be composed of at least three chariot models. Different types of hero can be mixed in a chariot squadron – for example, a squadron could be composed of two Toiseach and one Curadh in chariots.
- The squadron must be deployed at the start of the battle – squadrons cannot be formed during the game.
- Each chariot counts as two models for unit size purposes. The squadron is treated as a unit of troops for the purposes of movement and combat. Missile hits should be randomised between the models in the unit. Close combat attacks should be declared against a particular chariot model.
- As the squadron is composed solely of characters, individual chariots may be separated from the squadron during the battle following the normal rules for characters leaving units. Once they have left, they may not rejoin the squadron.
- As the squadron is composed solely of characters, it cannot have a Leader, Standard or Musician.
- See the WAB rulebook (page 57) for further rules on light chariots.

CHARACTERS

Ri Tuath

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal King	5	6	6	4	4	3	6	3	9	165
In chariot	8	6	6	4	4	3	6	4	9	

Equipment: Armed with sword, javelins and buckler. May have light armour (+3 pts), throwing spears (+4 pts), and a sling (+3 pts). May be mounted on a horse (M7, +8 pts).

Special Rule: Army General.

Character Advantages: A Ri Tuath may select up to two Character Advantages chosen from the relevant army composition section (The characteristics of the Ri Tuath in a chariot are given for use only if the character takes the Character Advantage Chieftain's Chariot).

The Ri Tuath (pronounced 'ree too-a') was essentially a chieftain. In either Britain or Ireland he would probably be out to increase his fortune and reputation by raiding or encroaching on other territories. The option to take a sling reflects the use of such weapons by great heroes such as Cúchulain. The Ri Tuath could also be used to represent the Ard Ri, the High King of Ireland.

Curadh

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hero	5	5	5	4	4	2	5	3	8	75
In chariot	8	5	5	4	4	2	5	4	8	

Equipment: Armed with sword, javelins and buckler. May have light armour (+3 pts), throwing spears (+4 pts), and a sling (+3 pts). May be mounted on a horse (M7, +8 pts). May ride in a light chariot with driver (+10 pts).

Special Rules: If no Ri Tuath is selected then one Curadh may be upgraded to Army General (+25 pts). One Curadh may also carry the Army Standard (+15 pts).

A maximum of one Curadh may be placed in each unit in the army – Curadh who have been upgraded to Army General or Army Standard Bearer do not count towards this limit.

Light chariots (see the Chariot rules).

Character Advantages: A Curadh may select up to one Character Advantage chosen from the relevant army composition section. If a Curadh is upgraded to Army General, he may select up to two Character Advantages (The characteristics of the Curadh in a chariot are given for use if the character is upgraded to Army General and takes the Character Advantage Chieftain's Chariot, or if he simply chooses to take a light chariot with driver).

The Curadh (hero – pronounced 'coo-ree') would have been the backbone of the Scots-Irish army – many warbands would have been led by such a renowned warrior, expert in all forms of battle and single combat.

Toiseach

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	5	4	4	4	4	2	4	2	7	50
In chariot	8	4	4	4	4	2	4	3	7	-

Equipment: Armed with sword, javelins and buckler. May have light armour (+3 pts), throwing spears (+4 pts), and a sling (+3 pts). May be mounted on a horse (M7, +8 pts). May ride in a light chariot with driver (+10 pts).

Special Rules: One Toiseach may be upgraded to Army Standard Bearer (+15 pts). Light chariots (see the Chariot rules).

Character Advantages: A Toiseach is not allowed any Character Advantages.

A toiseach (pronounced 'tee-shock') was simply a lord, a member of the noble class, or possibly a champion of lesser stature. In battle they would lead their individual warbands and fight heroic combats against their opposite numbers.

0-1 Druid

	M	WS	BS	S	T	W	I	A	Ld	Pts
Druid	5	3	3	3	4	2	4	1	8	75

Equipment: Hand weapon. May be mounted on a horse (M7, +8 pts).

Special Rules: Pagan Priest. A Druid may not be included in the same army as a Priest.

Character Advantages: A Druid is not allowed any Character Advantages.

Ireland was still pagan at the start of our period, so it is reasonable to surmise that many Irish lords were still advised and spiritually guided by Druids.

0-1 Cruimther

	M	WS	BS	S	T	W	I	A	Ld	Pts
Christian Priest	5	4	3	3	3	2	4	2	8	70

Equipment: Hand weapon. May have shield (+2 pts) and light armour (+3 pts). May be mounted on a horse (M7, +8 pts).

Special Rules: Christian Priest. A Cruimther may not be included in the same army as a Druid.

Character Advantages: A Cruimther is not allowed any Character Advantages.

Christianity spread relatively quickly throughout Ireland, perhaps due to the social structure and powerful influence of missionaries such as Columba and Patrick.

0-1 Filidh

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bard	5	4	4	3	4	2	4	1	7	60

Equipment: Armed with sword, javelins and buckler. May have light armour (+3 pts), throwing spears (+4 pts). May be mounted on a horse (M7, +8 pts).

Special Rule: Bard.

Character Advantages: A Filidh is not allowed any Character Advantages.

A filidh (pronounced 'fee-lee') was a poet or bard, and a highly respected member of the King's court.

TROOPS

0-1 Fianna

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dismounted Fianna	5	4	4	3	4	1	3	1	6	11
Mounted Fianna	6	4	4	3	4	1	3	1	7	16

Equipment: Dismounted Fianna are armed with mixed weapons and buckler, and may have light armour (+3 pts). They may exchange mixed weapons for hand weapon, javelins and throwing spears (+2 pts).

Mounted Fianna have ponies, and are armed with javelins, swords and bucklers. They may have light armour (+3 pts) and throwing spears (+2 pts), and may exchange their ponies for horses (+3 pts, increase Move to 7").

Special Rules: Fianna on foot are subject to Warband rules 1 and 2. Mounted Fianna are Light Cavalry and subject to Warband rule 1.

The Fianna (pronounced 'fee-na') or 'family' were often exactly that – relatives of the chieftain or warleader, who accompanied him into battle. Armour was probably rare amongst the Irish, but it is not impossible that a successful warlord could have equipped his household warriors with looted or traded equipment.

Ceithern

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ceithern	5	3	3	3	3	1	2	1	5	5
Mounted Ceithern (Ridir)	6	3	3	3	3	1	2	1	6	11

Equipment: Ceithern on foot are armed with mixed weapons and bucklers. Ridir (Mounted Ceithern) are armed with javelins, hand weapons and bucklers.

Special Rules: Ceithern on foot are subject to Warband rules 1 and 2. Ridir (Mounted Ceithern) are Light Cavalry.

Ceithern simply means' foot soldier', which would aptly describe the average Irish warrior. Simply armed with javelins, small buckler and maybe a short sword, they would rely on their lords to lead them to victory. Their low initiative score simulates the disadvantage of their poor quality weaponry in a prolonged combat.

Tilgeyr

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmishers	5	2	3	3	3	1	2	1	5	4

Equipment: Armed with hand weapons and javelins or slings.

Special Rule: Skirmishers.

Tilgeyr (hurlers of missiles) might be youths too young to fight with the Ceithern (similar to the Boys' Troop mentioned in the Cattle Raid of Cooley), or just poorly armed freemen defending their homes.

0-1 Irish Wolfhounds

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arrchogad	5	4	3	3	4	1	4	1	6	12
Wolfhounds	6	4	0	3	3	1	3	1	3	6

The unit must be led by a single Packmaster (known as an Arrchogad – 'keeper of the hounds') and may include up to 6 Wolfhounds.

Equipment: The Arrchogad has hand weapon, javelins and a buckler. The hounds have their teeth!

Special Rules: Subject to Warband rule 1. Skirmishers. Any hits inflicted by missile weapons should be randomly divided between the Arrchogad and the hounds. The hounds may use the Arrchogad's Ld unless he is killed, in which case they use their own.

The use of hunting dogs on the battlefield is pure speculation, although the Celts were both fond and proud of their large and ferocious wolfhounds. Dogs are recorded as being used to guard sheep and buildings from both wolves and intruders, such as the fearsome guard dog of Culann the Smith that was slain by the mighty Cúchulain, 'Hound of Ulster'. Great Irish heroes of legend are sometimes described as being accompanied by their dogs.

MODELLING THE UNITS

We know a reasonable amount about the appearance of the Scots-Irish of the early medieval period, largely thanks to the well-developed Irish legal system and caste society. An 8th Century law restricted the wearing of white, yellow and black (the latter probably very dark brown wool) to the lower classes. Other colours were apparently reserved for the nobility; greens, greys and red-browns are all mentioned in early texts. Heroes probably had the finest clothing, to reflect their status and draw attention to themselves: in the *Tain*, Fergus is described as wearing a purple cloak fastened with a gold brooch, and a 'red-embroidered hooded tunic'; Finn MacCumhail's cloak was 'fringed and crimson red.' As with the Picts, checks and striped patterns would have been common decorations on cloth, especially on the clothing of higher-status warriors (see 'Modelling Pictish Armies' for some ideas on how to paint these patterns).

There are several very good ranges of Dark Age Irish models in both 25mm/28mm and 15mm, although be careful to avoid the warriors carrying double-handed Dane axes or wearing 'spectacle' helms – both of these were introduced by the Vikings in the 9th Century and are not appropriate for an Arthurian Age army. Helmets, in fact, would have been extremely rare, obsolete styles perhaps being imported from Britain. Body armour would likewise have been restricted to only a handful of the noblest warriors – various allusions to leather or textile armour are made in Irish heroic poetry – we are told that one particular warrior wore 'green armour'. Most warriors of the lower classes would be simply clad in trews and tunic, or perhaps a jacket (this uniquely Irish garment – the *inar* – could have long sleeves, or none at all). Higher status warriors appear to have worn distinctive cloaks with tufts of unspun wool pulled through the weave – giving an unusual 'shaggy' appearance. The 'Leine' (a long tunic normally made of linen, hence the name) was worn by nobles – it might be undyed or yellow in colour, and more ornate examples would feature some hem embroidery for decoration.

Shields were generally small and made of leather, wood or wicker. Most were probably plain, although Irish myth once again records the superior equipment carried by heroes. Derg, son of Eoghan had 'a white shield, ornamented with linked beasts of red gold'; Midhir of Bri Leith carried 'a shield of silver with a rim and boss of gold'. Finn MacCumhail's shield was even named (*Sgiath Gailbhinn*, 'the Storm Shield') and had its own history! Although such descriptions are undoubtedly embellished, they show the importance placed on personal appearance by great Irish heroes.

Irish chariots can be bought directly from some miniatures manufacturers, or simply converted by exchanging crew models from Ancient British chariots for suitable Scots-Irish models. Both types of chariot were lightweight constructions of wood, wicker and leather, each drawn by two swift ponies with a driver and a single warrior. They may have been painted. Cúchulain's chariot is described by the author of *The Tain* as 'bristling with points of iron and blades', although this is almost certainly poetic licence – as later on in the same passage the 'iron wheels' of the chariot tear a furrow in the earth 'deep enough for a fortress wall'! Chariot-mounted nobles should be depicted with an array of javelins and spears to hand.

We have little information on Irish banners, although there are some mythological descriptions that might prove useful. Finn MacCumhail's banner was called 'the Sun Shape'; his followers included 'the Red Hand' and 'the Bloody Branch'. We are told that Conan mac Morna's banner featured a briar, 'because he was always for quarrels and for trouble' – perhaps a common claim in this era of armed rivalry! On our own Scots-Irish banners we have used creatures borrowed from the illuminated pages of Irish Christian texts of the *Book of Kells* and other great manuscripts of the period – a little late perhaps for the warriors of the 5th Century, but apt enough to reflect an earlier age of heroes.

WARGAMING TACTICS

The key word for Irish warfare of this period is 'heroic', and we have tried to reflect that in this army list. As Stephen Patten noted in our sister volume *Shieldwall*, the battles described in the Ulster Cycle could have come out of the pages of Homer's *Iliad* – fearsome contests of hero against hero, riding into battle in chariots and fighting with mastery of a variety of weapons. While other armies can survive without their heroes, the Scots-Irish cannot. A strong warrior at the head of the army is a must – either a Ri Tuath or a Curadh. Individual warbands can be bolstered by the leadership and fighting skills of a Curadh or a Toiseach; the former are extremely dangerous opponents, with 3 attacks and access to a number of close-combat Character Advantages. Fearsome Blow, Hail of Blows and Salmon Leap are all especially useful to either cut down the maximum number of enemy warriors, or to finish a single combat. Speaking of single combats, don't be afraid to challenge, particularly if you have the King's Champion, who can load up on Character Advantages and should be able to defeat most opponents in the game. Irish heroes of the era would seek out their opposite numbers in battle, and you should do the same, especially where you have a chance to kill an army general or battle standard bearer. The Character Advantage Goad is also particularly handy for singling out your intended victim.

Chariots are one of the defining features of this army; they are quintessentially Celtic and heroic. If you choose a Kingdoms of Ireland army, you can mount a goodly number of your heroes in chariots, race around the battlefield (with all the princely speed afforded by an 8" move) hurl two javelins every turn, and get an extra attack into the bargain. Fantastic! The problem is, of course, that you will only have a few of these wondrous vehicles – a unit of just three Toiseach in chariots will set you back over 200 points. They won't do well charging headlong into a Saxon shieldwall, and may get quickly weakened and perhaps panicked by a few lucky shots from sustained missile fire. Remember that each chariot counts only as two models, so you will want to stay above the 'less than five models' limit that may result in an automatic break in a lost combat. But place them on a flank and you may find that you will be able to cut your way through cavalry and skirmisher units, perhaps even mount a daring flank attack supported by a unit of Ceithern, or chase around behind enemy lines in search of the enemy general (if he's foolish enough to be out on his own). Individual heroes in chariots (such as the Chieftain's Chariot available to all three Scots-Irish army variants) are highly mobile and well-protected with the +2 saving throw for riding in a chariot; they are dangerous opponents in single combat but are best kept out of any combat they are unlikely to win. Being units of one model that cannot join foot units means that they will automatically break if they lose a round of

combat, which can be disastrous if your army general happens to be riding in the chariot concerned! We have found that the Chieftain's Chariot is best kept behind the battle line, where it can influence the maximum number of units without getting unexpectedly caught out in combat by a large foot unit, and only committed to combat when a golden (or desperate!) opportunity presents itself.

The Ceithern (footsoldiers) are average fighters at best, although they do have the rank bonus of up to +3 which can stand them in good stead when fighting light infantry, such as the early Saxons or later Welsh. Having only bucklers, they are very susceptible to even the limited missile fire of the era, so make sure you field good-sized units to maintain that rank bonus. We have found that units of 30 or more models work well. Although the Ceithern have the advantage of a re-roll for using mixed weapons, it only really works if you strike first. Try as hard as you can to get the charge in when fighting well-armed enemy infantry, as you will only fight with the front rank and can quickly find it disappearing under a wave of throwing spears! Once again, you will find it invaluable to have a hero to bolster a unit of Ceithern, as the warriors' low Initiative means that they will often be striking last in a prolonged combat. A hero striking first with two or three attacks can seriously reduce the enemy before they set about your Ceithern. The last advantage of Ceithern that we should mention is their availability – with a points cost of just 5, you should be able to outnumber many of your opponents, and perhaps outflank their battle line. A large unit of warriors will have little trouble chasing off average skirmishers or horsemen, and will then hopefully be able to turn in on the flanks of the nearest formed unit and perhaps cause that all-important Panic test that breaks the enemy line.

At this point we should mention the Fianna, the elite warriors of the army. They are by no means the strongest of the 'comitatus' type units in the game, although they are tough, skilful and relatively plentiful. They are perhaps best fielded as a smaller infantry unit, where they can anchor either the centre of the army or a flank – with a Toughness of 4 they are hard to wound and very resilient. Alternatively, they can be mounted on good quality horses – which may be more useful in a raiding scenario than a pitched battle, as they are not quite of the same calibre as some of the other noble horsemen of the era.

Other mounted support can be had from a handful of Ridir (mounted Ceithern), although they are perhaps best regarded as mounted skirmishers who can pester and delay enemy formed units. Allied Picts or Britons can provide some welcome good quality cavalry or excellent light infantry that may be handy for holding flanks and rough terrain. A few more skirmisher units can be useful too – slingers for ranged support, and javelinmen for protecting large units of Ceithern from missiles, but be careful not to inadvertently block any charges you were planning to make in your next turn! Although historically dubious, a unit of Wolfhounds can be excellent for chasing down enemy skirmishers, but beware of being shot at – more than one pack of hounds in our playtest games were sent home yelping after receiving a hail of arrows. As ever, never set too much store by your skirmishers; the strength of your army will always be in its heroes and infantry. So put your fate in the hands of the gods and take your sword to the enemy!

THE ARMY OF AEDEN MAC GABRAN

❈❈❈❈❈ A Scots-Irish Dalriadan army ❈❈❈❈❈

> *'Aedan, king of the Scots, being concerned at the success of Aethelfrith the Saxon, came against him with an immense and mighty army; but was beaten by an inferior force, and put to flight; for almost all his army was slain at a famous place, called Degsastan, that is, Degsa's Stone. In which battle also Theodbald, brother to Aethelfrith, was killed, with almost all the forces he commanded…'*
>
> *– Bede, Ecclesiastical History of the English People*

This army was inspired by the force that Aedan mac Gabran, king of Scottish Dalriada, raised to fight the rising power of Bernicia at the Battle of Degsastan in 603 AD. The sources describe Aedan's army at this battle as 'immense' (perhaps 3,000-5,000 men, certainly a huge army for the period), being an alliance between Dalriada, Ui Neill warriors from Ireland under the command of Mael Uma, and the Strathclyde Britons. Although technically an ally, we have chosen to treat Mael Uma and his Irish warriors as an integral part of the Dalriadan army for this small force. In a larger game, two or even three armies could be combined to depict the allied forces, so Mael Uma could control a separate Irish army alongside Aedan's Dalriadans and perhaps a third Welsh force for the men of Strathclyde.

The army uses the Dalriada variant of the Scots-Irish army list.

CHARACTERS – 437 points

Aedan mac Gabran, King of Dalriada – 178 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal King	5	6	6	4	4	3	6	3	9	178

Equipment: Armed with sword, javelins, light armour and buckler.

Special Rule: Army General.

Character Advantages: Aedan mac Gabran has the following Character Advantages:

Boats (no points cost)
Veteran (+10 pts)

Aedan was the aging, but still powerful warlord of Dalriada. His military career saw attacks as far afield as Orkney and the Isle of Man. Aedan survived the defeat at Degsastan and died in 608 AD.

Domingart, Eldest Son of Aedan – 98 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hero	5	5	5	4	4	2	5	3	8	98

Equipment: Armed with sword, javelins, light armour and buckler.

Character Advantages: Domingart has the following Character Advantage:

Fearsome Blow (+20 pts)

Domingart was slain in combat 'with the Saxons', although it is not wholly clear from the sources whether it was at Degsastan or another battle.

Eochaid Buide, Aedan's Standard Bearer – 68pts

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	5	4	4	4	2	4	2	7		68

Equipment: Armed with sword, javelins, light armour and buckler.

Special Rule: Army Standard Bearer.

Eochaid Buide – another of Aedan's sons – succeeded him after his death, so we have chosen him to carry his father's personal banner.

Mael Uma, prince of Tara – 93 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hero	5	5	5	4	4	2	5	3	8	93

Equipment: Armed with sword, javelins, light armour and buckler.

Character Advantages: Domingart has the following Character Advantage: Goad (+15 pts).

The Irish sources claim that Mael Uma travelled from Ireland with a force of experienced warriors to assist Aedan in his fight against the English. Mael Uma seems to have played a key part in the fighting at Degsastan, although he himself was slain later in the battle.

TROOPS – 665 points

Aedan's Bodyguard – 20 Fianna + Leader, Standard & Musician – 275 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fianna	5	4	4	3	4	1	3	1	6	13

Equipment: Fianna are armed with javelins, throwing spears and buckler.

Special Rules: Fianna on foot are subject to Warband rules 1 and 2.

Dalriadan Warriors: 32 Ceithern with Leader, Standard and Musician – 175 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ceithern	5	3	3	3	3	1	2	1	5	5

Equipment: Ceithern on foot are armed with mixed weapons and bucklers.

Special Rules: Ceithern on foot are subject to Warband rules 1 and 2.

Mael Uma's Ui Neill Warriors: 32 Ceithern with Leader, Standard and Musician – 175 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ceithern	5	3	3	3	3	1	2	1	5	5

Equipment: Ceithern on foot are armed with mixed weapons and bucklers.

Special Rules: Ceithern on foot are subject to Warband rules 1 and 2.

10 Tilgeyr – 40 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmishers	5	2	3	3	3	1	2	1	5	4

Equipment: Armed with hand weapons and slings.

Special Rule: Skirmishers.

BRITISH ALLIES – 396 points

Strathclyde Spearmen: 28 Combrogi with Leader, Standard and Musician – 211 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Combrogi	5	3	3	3	3	1	3	1	5	7

Equipment: Armed with hand weapon, throwing spears, javelins and shield.

Special Rules: Allies. Combrogi on foot are Light Troops, subject to Warband rules 1 and 2 and Run for the Woods.

Strathclyde Horsemen: 10 Mounted Combrogi –with Leader, Standard and Musician – 185 points

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted Combrogi	7	3	3	3	3	1	3	1	7	17

Equipment: Armed with hand weapon, throwing spears, javelins and shield. They also have horses.

Special Rules: Allies. Mounted Combrogi are Light Cavalry and subject to Run for the Woods.

Total: 1,498 points (136 models)

THE AGE OF ARTHUR

These character miniatures were painted and converted by Steve Jones, James Morris and Andy Mactaggart for the authors' Battle of Camlan scenario (see page 94 and Appendix 1 page 136).

Gwres ap Rheged,
Arthur's standard bearer

Taliesin pen Berydd,
Arthur's bard

Arthur

Derfel Gadarn,
'the Mighty'

Trystan ap Talwch

Calchaf ap Caw

Gwynad ap Caw

Medraut ap Cawrdaf,
Arthur's nemesis

Mabsan ap Caw

These more-Romanised 'Arthurs' and their standard bearers were painted by Steve Hales and Brian Phillips.

⊕ ROMANO-BRITISH CIVITATES ⊕

Soldiers of a surviving Romano-British civitas march along an old Roman road alongside a crumbling fortress.
The cavalry unit in the foreground are the Commanipulares – well-equipped bodyguards or 'comitatus'.

Left: A particularly fine unit of Pedyt or Milites spearmen bearing the image of the Virgin Mary on their banner, painted by Steve Jones.

Below: Vortigern, Ruler of the Britons.

BRITISH AND WELSH KINGDOMS

Warriors of the early British kingdoms such as Dumnonia or Gwynedd.
Shields are often referred to in British heroic poetry as 'white' or 'icy-hued'.

Elite cavalry bodyguard of an early British king.
Note the Roman-influenced shield designs.

British slingers
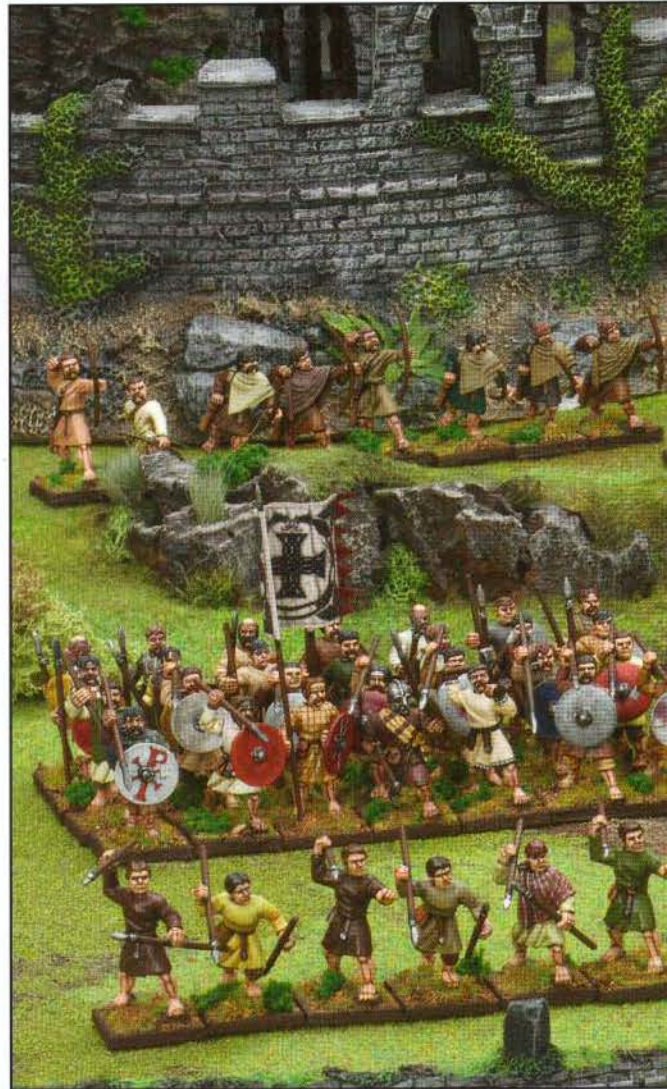
A Welsh warband musters for a raid.

Welsh javelinmen clash with Welsh or British horsemen across a crumbling Roman road.

Note the Welsh king's 'Teulu' in the centre of the battle line and the hero goading the enemy on the far right!

THE BATTLE OF CAT COIT CELIDON

The Commanipulares fight a heroic mounted action to let the Pedyt spearmen escape along the old road.

As an exhausted raiding party of Romano-Britons are forced to retreat through the forest of Celidon, they are beset by Picts and the winter weather. This battle is mentioned in Nennius' *'Historia Brittonum'* as one of Arthur's 12 victories, although the details are pure speculation.
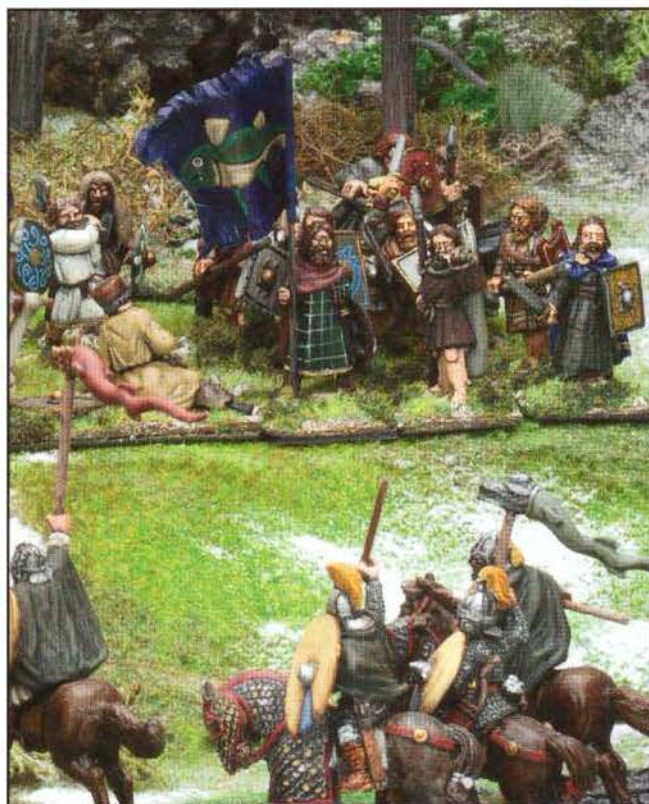
PICTS

Mounted Pictish nobles and warriors ride to battle.

A powerful Pictish chieftain rides out in his chariot. Although obsolete by this period, it is not impossible that certain chieftains used chariots to show off their status and prestige.

A large force of Picts gathers to raid a north British kingdom such as Gododdin or Strathclyde. This army was painted and converted by French Arthurian enthusiast Alexandre Buchel.

Pictish horsemen ride to attack a line of Welsh javelinmen.

Pictish spearmen in battle. Note the warriors bringing down the horseman on the left with spears and javelins!

Pictish Spearmen

Romano-British spearmen defend the gate to the main courtyard. Note the broken Roman statue on the right of the gate!

This villa model was scratch built by James Morris from foam board and balsa wood on a thin base of 3mm plywood.

A handful of Pedyt make a desperate last stand at the side gate of the villa under their Christian banner.
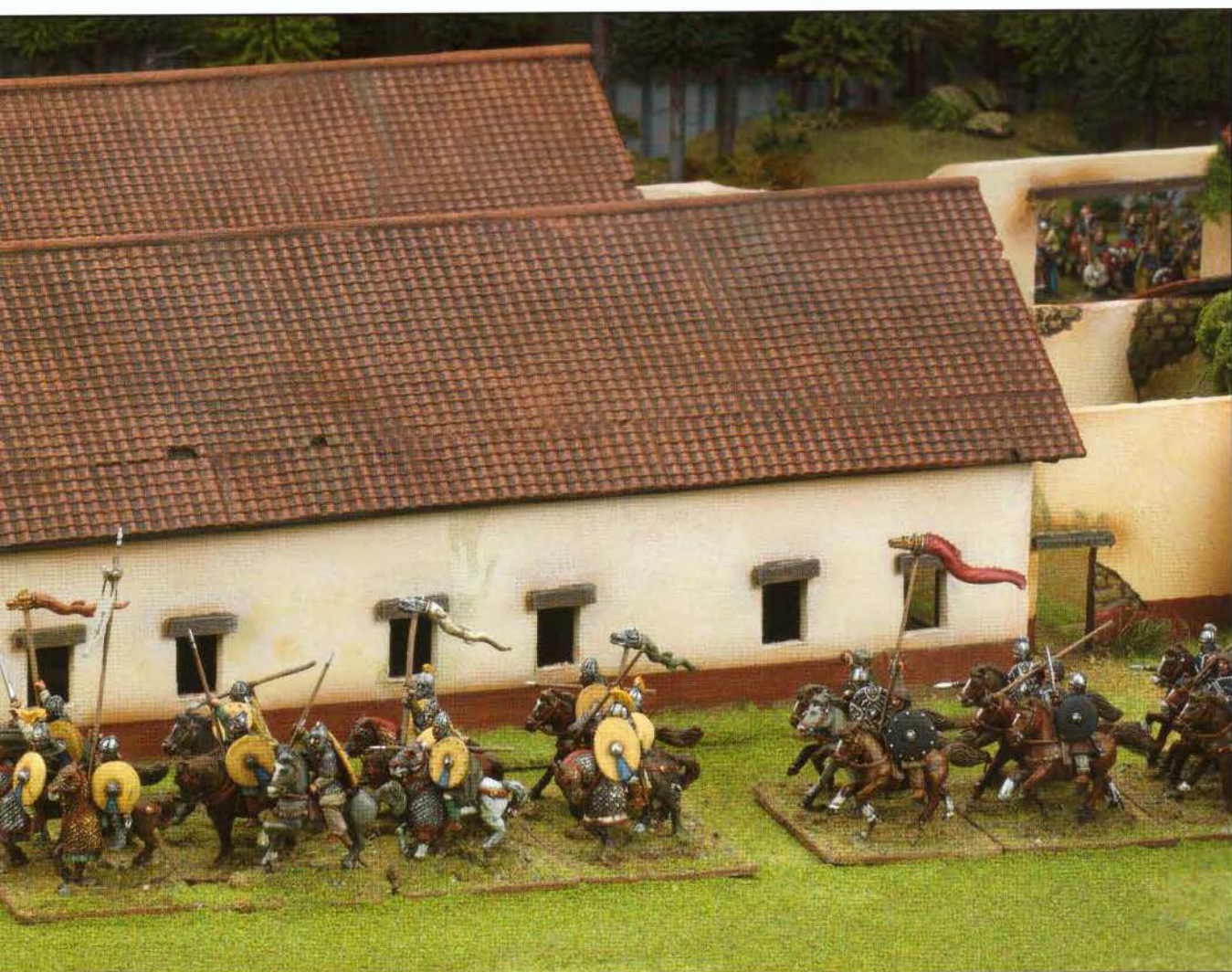
The pantiled roofs are made from plastic card, and lift off to allow models to fight inside the villa.

BATTLE OF CAMLAN

The final battle between Arthur and Medraut at Camlan. Arthur can be seen defending the bridge on the right, with Medraut's overwhelming forces attacking across the river from the left. Although little is known of the battle, sources agree that both Arthur and Medraut were slain. Our scenario is based on a reconstruction of the Welsh evidence for Arthur – see Appendix 1 (page 136) for more details.
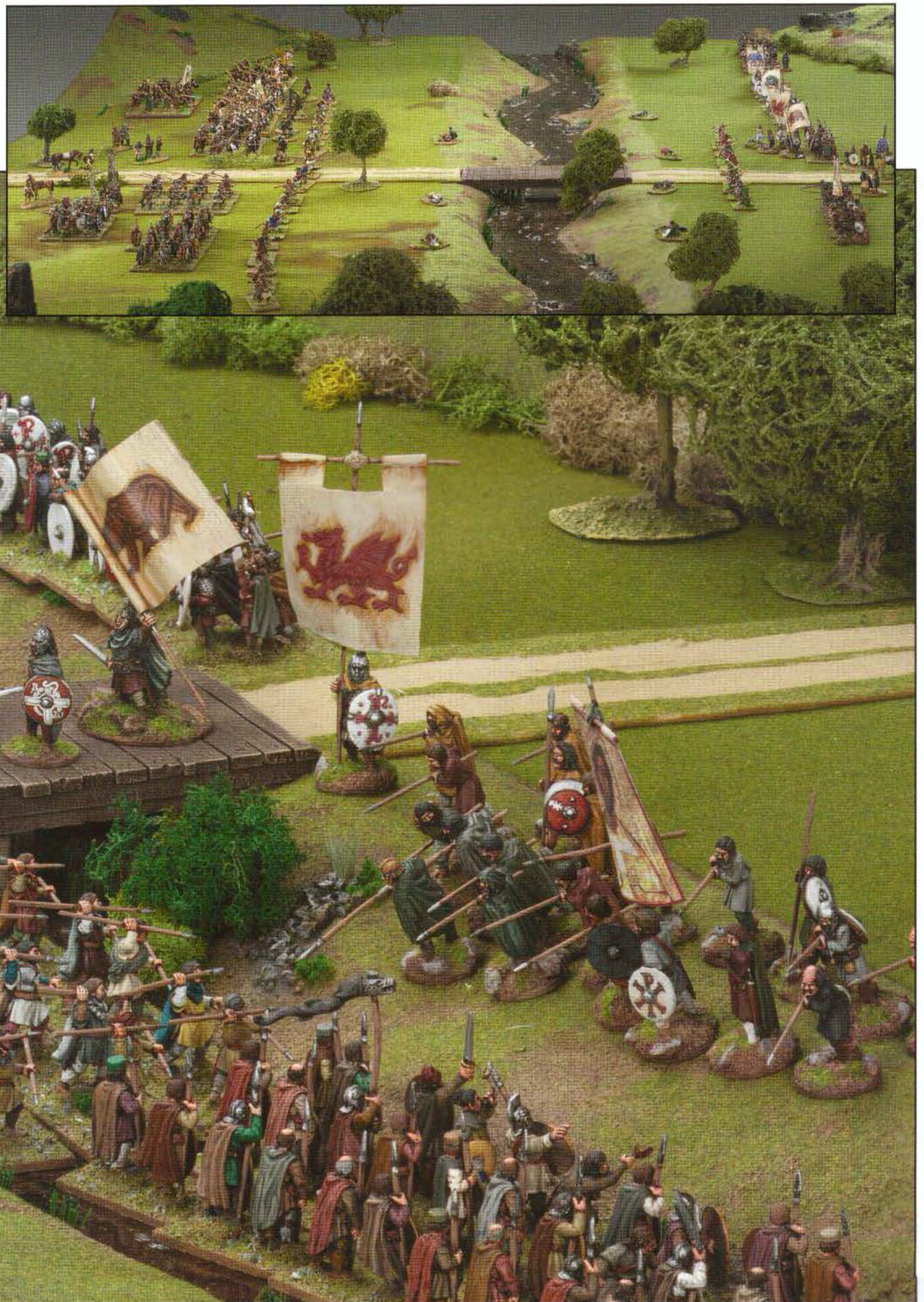
THE SAXONS

A Saxon thegn (noble) carrying his lord's war standard. This raven banner design is based on a gilded Anglo-Saxon shield mount found in Kent.

A Saxon cyning (king) or atheling (prince) riding to battle.

A Saxon cyning of the early 7th century an his retinue. The cyning model drawing hi sword is based on the famous Sutton Hoo burial, thought to be Raedwald, King of Ea Anglia. The banner design was inspired by Swedish metalwork of the period.
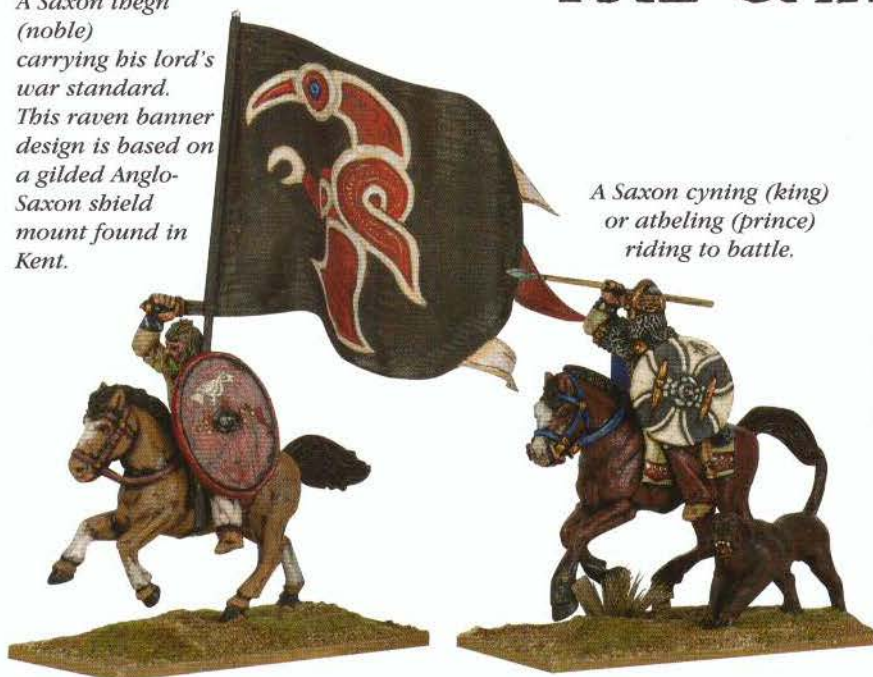
Two Saxon warbands of the 6th or 7th centuries. Note the larger shields, which may suggest the development of a tighter fighting formation or 'shieldwall'.

Saxon duguth (veteran warriors) prepare to defend their homes from raiders.

Early Saxon warriors of the 5th Century, carrying the characteristic small buckler.

SCENARIOS

Although there is nothing inherently wrong with simply pitching two armies against each other, the encounters of the Dark Ages involved a number of tactical situations that are best represented by playing scenarios rather than one-off field battles. Battles at river crossings, cattle raids, clashes at hill forts and dawn attacks were all part and parcel of the early medieval warrior's experience.

These scenarios have been developed specifically for use with this supplement, although you will find many of them usable for other armies as well, especially those from the *Shieldwall* supplement. Many of the scenarios have been based on specific Dark Age battles, including those of Arthur that we have attempted to reconstruct from Nennius's famous list.

SCENARIO SPECIAL RULES

Rivers, Bridges and Fords
A significant number of early medieval battles were fought either at rivers or river crossings; these often marked the boundaries of early kingdoms, and provided a 'bottleneck' through which an attacking or retreating army could be held up by a smaller number of defenders – so it is hardly surprising that so many clashes occurred at these places. The following special rules apply to Fords and Bridges:

• Fords are treated as normal terrain for all troops.

• Bridges are treated as normal terrain for all troops; however, due to their steep or raised sides, troops on the bridge cannot be flanked by units attacking from the river.

We have simply divided rivers into two categories: impassable and passable.

Impassable rivers
These are either rivers in flood, or large and deep waterways such as estuaries. They cannot be crossed, and any troops forced to flee or fall back into an impassable river are destroyed.

Passable rivers
Passable rivers are shallow enough to wade across, but can be effectively defended from the banks. Chargers move at half their charge rate. For example, a warrior that usually charges 10" will only charge 5" across a river. They are subject to the following special rules:

• All troops move through the water at half their normal move (skirmishers move at half their double rate, ie, at normal move). Additionally, troops may not march or fast march through the water.
• The riverbank may be defended as if it were a hill – ie, +1 to Combat resolution for the defending unit. Combat rank bonuses cannot be used by any unit fighting in the river, although they may be used by a unit defending the bank.
• Troops fighting in the water may use thrusting or throwing spears to fight in two ranks as normal.

BATTLE SCENARIOS
All of the battle scenarios have been written to pitch two reasonable-sized armies against each other – usually 1,500 points – in a pitched encounter on a standard 6'x 4' table. The army and table size have been chosen because we have found that these give a fun and challenging game that can be played to a conclusion within around two hours.

If you wish to play with larger armies, make sure that you also increase the playing area as some scenarios may not work well if the table is crammed from edge to edge with models (however good it looks!) Some special rules are provided below for the battle scenarios.

SKIRMISH SCENARIOS
There are also four skirmish scenarios (Scenarios 12-15), which take into account clashes between smaller forces, varying from 500 to 1,000 points. The skirmish scenarios have been presented with a number of special rules to improve game play. It is also hoped that these will give new players something to get gaming with while they are collecting enough models for a full army!

VICTORY CONDITIONS
Each scenario has its own Victory Conditions. Victory points should, as ever, be taken as a guide to working out the scale of victory, rather than an exact science. The most important thing in any game is that both players have fun, not that someone scored their 'best ever' total of 2,317 Victory points! To encourage the Dark Age flavour of these encounters, we like to use the following definitions of victory, based on the Victory points scored:

• **A Bloody Stand-Off:** If won or lost by up to 100 Victory points. Bloody Stand-Offs would be inconclusive encounters that would probably not merit a mention by the average monk or chronicler of the Dark Ages. Perhaps the battle between Vitalinus and Ambrosius at Cat Guloph in 437 AD was one of these indecisive conflicts.

• **A Close-Run Victory;** If won by 101–700 Victory points. A Close-Run Victory would include such battles as Degsastan in 603 AD – a certain victory, but one where heavy losses may have been suffered by both sides.

• **A Mighty Victory;** If won by 701 or more Victory points. A Mighty Victory would be an indisputable disaster for the losers, such as the Battle of Dunnichen in 685 AD, when the King of Northumbria and his entire retinue were slaughtered by the Picts.

The beauty of this system is that you do not always need to add up the Victory points to determine the result of the game – after a few games, most players find it easy to identify a Mighty Victory or a Bloody Stand-Off. Also, some scenarios have clear cut victory conditions which will give you one of the above definitions of victory without the need to add up points.

Scenario 1

THE BATTLE ON THE RIVER GLEIN

'The first battle was at the mouth of the River Glein...'
– Nennius, Historia Brittonum

Situation

Two opposing armies are marching towards a pair of vital river crossings. As dawn breaks, the two forces catch sight of one another, within striking distance of the ford and bridge. Both generals understand the situation: if the crossings can be held, the enemy will be forced to turn back, and victory will be certain. The trumpets are sounded as the armies rush to take the river...

Armies Both players choose an army of up to 1,500 points in value.

Deployment

Roll a dice to see who is the defender (ie, on his home territory) and who is the attacker.

The defender places his first unit in his deployment zone; the attacker then places one unit, then units are deployed alternately. All characters are deployed next. Finally, any units using Concealment are deployed. Concealed troops may only be deployed by the defender in this game – not by the attacker. Boats may not be used in this scenario. Skirmishing units may make an extra move after deployment in this scenario.

Who Goes First

Roll a dice to see who takes the first turn.

Length of Game

Seven turns.

Victory Conditions

The object of the battle is to take and hold the two river crossings, regardless of casualties. At the end of the game, if one side controls both crossings (the ford and the bridge), the game is a Mighty Victory. If one side controls one crossing and the other is contested or unoccupied, the game is a Close-Run Victory. If each side controls one crossing, the game is a Bloody Stand-Off.

SPECIAL RULES

The Bridge, Ford and River

• The Ford should be wide enough for a whole unit, eg, about eight to nine models wide.

• The Bridge is narrow and only wide enough for three models.

• The River is passable.

Defender's Deployment Zone

12"

Village

Bridge

River

Ford

Marsh

Road

48"

Wood

Attacker's Deployment Zone

Hill
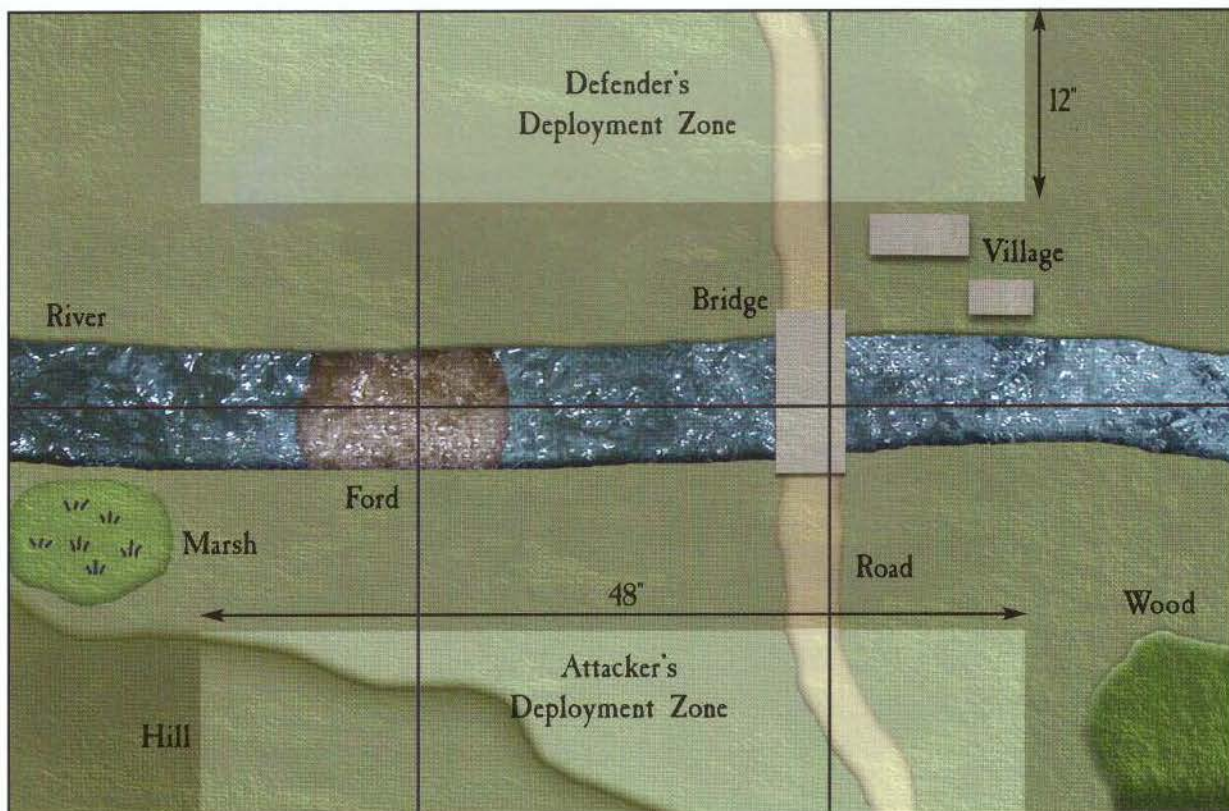
British or Welsh warriors cross a shallow river to attack their Pictish enemies. Although the sides may look even, the Pictish spearmen will be at an advantage because they can claim a +1 Combat bonus for defending the river bank, and their British opponents will not be able to use their Combat rank bonus in the river. See Scenario special rules on Pg 97 for more details.

Medraut's army crosses the river at Camlan to fight Arthur's loyal followers. The lack of rank bonuses for units fighting in the river and the Combat bonus of +1 for defending the bank will help Arthur's spearmen to hold off their enemies.

Scenario 2
THE BATTLE ON THE RIVER DUBGLAS

> *'The second and third and fourth and fifth battles were on the River Dubglas, in the region of Linnuis...'*
> *– Nennius, Historia Brittonum*

Situation

At the height of the raiding season, a king has invaded the lands of his enemies, who have raised an army against him. Unable to gain an advantage through manoeuvre, pillage or treachery, the two opposing commanders agree to meet in battle beside the banks of the mighty River Dubglas. On the appointed day, the spearmen take up their positions, ready to crush the enemy and drive them from the land.

Armies

Both players choose an army of up to 1,500 points in value.

Deployment

The players roll a dice – the player with the highest score chooses on which side of the table he will deploy (ie, deployment zone 1 or 2).

The higher scorer places his first unit in his deployment zone; the lowest scorer then places one unit, then other units are deployed alternately. All characters are deployed next. Finally, any units using Concealment are deployed. Concealed troops may be deployed by both players in this game.

Boats may be used in this scenario to land troops anywhere on the banks of the river. Skirmishing units may make an extra move after deployment in this scenario.

Who Goes First

A challenge to single combat may be issued before the battle – see Special Rules below. After this, roll a dice to see who takes the first turn.

Length of Game

Seven turns.

Victory Conditions

As normal.

SPECIAL RULES

The River Dubglas

The river is deep and fast-flowing and is treated as impassable.

Single Combat (rules adapted from *Beyond the Golden Gate*, with thanks to Heine)

Before the battle begins, a challenge to single combat may be issued. Both players roll a D6 – the player with the highest score may choose to issue a challenge. He places a character from his army in the centre of the battlefield. Should the other player accept the challenge, he places a character 8" in front of the challenger. If he declines the challenge, the omens are deemed favourable to the challenger's army. Roll a D3 – the challenger's army may add +1 to any one combat resolution this many times during the ensuing battle.

Fighting the single combat: Both characters roll a D3 and add their Initiative – the highest scorer charges in the first turn of the challenge. The defending character may choose to stand or stand & shoot as a charge response as normal. This single combat continues as a regular close combat, with the exception that no combat resolution is made. It's a fight to the death!

The slain character is removed from the game, while the victor is immediately returned to his side's deployment zone. To portray the courage instilled in the troops by such a glorious feat of arms, the winning side may add +1 to a number of separate combat resolutions. The number of times the winning side may add +1 to any one combat resolution is found by subtracting the number of wounds the victorious character suffered from the wounds he inflicted in the single combat, and doubling the result – eg, a Pictish Mormaer slays a British Rex in single combat. The Mormaer caused three wounds and suffered one himself – therefore he may add +1 to four separate combat resolutions during the ensuing battle.

If the Army General is killed in the single combat, Panic tests are taken for every unit in the army as usual. If a unit is not yet on the table, it still has to take a Panic test – if it fails, it flees before reaching the battlefield, and is counted as destroyed.

If the Army Standard Bearer takes up the challenge and is killed, the army standard is assumed to have been captured by the enemy.

Deployment Zone 1

12"

48"

18"

Marsh

Deployment Zone 2

Hill
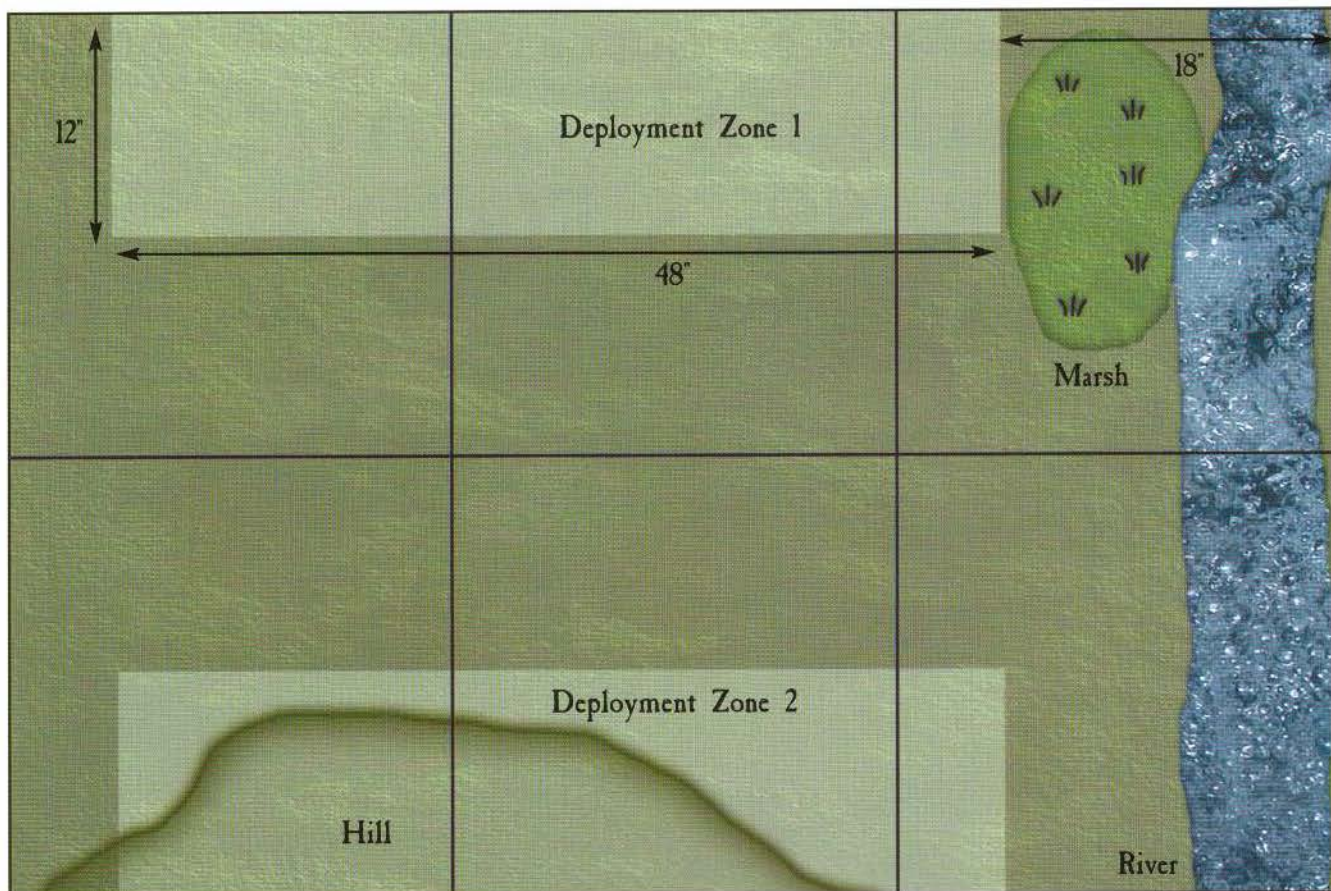
River

Pictish warriors paddle their "curragh' or hide boat inland.

Pictish raiders land their curraghs on an unsuspecting British shore.

Scenario 3

THE BATTLE AT BASSA'S FORD

'The sixth battle took place on the River Bassas...'
– Nennius, Historia Brittonum

Situation

Invading his enemy's territory, the attacker is heading for a vital river crossing, when he finds his way about to be blocked by an army raised by the defenders. Realising that all will be lost if the river is taken by the defenders, the attacker sends out his champion to challenge the defenders to single combat and delay the oncoming tide of vengeful warriors.

Armies

Both sides choose an army of up to 1,500 points in value, which must include at least one character.

Deployment

The players roll a dice to see who will be the attacker, and who will be the defender.

The defender places his whole army in his deployment zone. The attacker then deploys all his skirmisher units (not skirmishing light troops or cavalry), at least one character, and one other unit of his choice from his army in his deployment area – this is the vanguard. The character is then placed in the ford, where he issues his challenge. One of the characters from the defending army must take up the challenge, and a single combat is fought (see Special Rules below).

For every full turn that the single combat lasts, the attacking army may deploy another of its units (and any accompanying characters) in its deployment zone. This represents the single combat buying time for the attackers. The defenders may not move until the first turn.

When the single combat has ended, the first turn of the game begins. Any attacking units that have not arrived on the table must now a dice to see when they enter the table.

Units using Concealment and boats may not be used in this scenario. Skirmishing units may not make an extra move after deployment in this scenario.

Who Goes First

Once the single combat is over, the player who won the challenge takes the first turn.

Length of Game

Six turns.

Victory Conditions

The attackers must force a river crossing with as many troops as possible in order to win this scenario. Attacking units must be completely on the defender's side of the riverbank; not fleeing; and not in close combat in order to count for victory

conditions. Units of less than five models and individual characters (except the Army General) are not counted for victory conditions. The victory conditions are as follows:

The attackers score a Mighty Victory if at least three units and the Army General are across the river at the end of the game. The attackers score a Close-Run Victory if at least three units (or two units and the Army General) are across the river at the end of the game.

The game is a Bloody Stand-Off if only one or two of the attacker's units (or one unit and the Army General) are across the river at the end of the game.

The defenders score a Close-Run Victory if no attacking units are across the river, but the enemy Army General is still alive and on the table at the end of the game.

The defenders score a Mighty Victory if no attacking units are across the river, and the enemy Army General has been killed or is fleeing at the end of the game.

SPECIAL RULES

Single Combat (rules adapted from *Beyond the Golden Gate*, with thanks to Heine)

The two characters fighting the combat are placed 8" away from each other. Both roll a D3 and add their Initiative – the highest score charges in the first turn of the challenge. The defending character may choose to stand or stand & shoot as a charge responseas normal. This single combat continues as a regular close combat, with the exception that no combat resolution is made. It's a fight to the death!

The slain character is removed from the game, while the victor is immediately returned to his side's deployment zone. To portray the courage instilled in the troops by such a glorious feat of arms, the winning side may add +1 to any one combat resolution during the ensuing battle.

If the Army General is killed in the single combat, Panic tests are taken for every unit in the army as usual. If a unit is not yet on the table, it still has to take a Panic test – if it fails, it flees before reaching the battlefield, and is counted as destroyed.

If the Army Standard Bearer takes up the challenge and is killed, the army standard is assumed to have been captured by the enemy.

Stragglers

Any units from the attacking army that have not arrived by the first turn are deemed stragglers, and must roll a dice to see when they arrive on the battlefield. Roll a dice for each unit

at the start of each turn. As soon as the unit arrives, its first rank of troops is placed on the edge of the table anywhere in the attacker's deployment area. It may then move normally, and may march or fast march, but may not charge in the turn it arrives.

Turn No.	Dice score required for straggling unit to arrive this turn
1	5, 6
2	4, 5, 6
3	3, 4, 5, 6
4	Automatically arrives this turn

The River, Bassa's Ford and the Bridge

Bassa's Ford should be wide enough for a whole unit, eg, about eight to nine models wide.

• The Bridge is very narrow and only wide enough for one model.

• The River is passable.
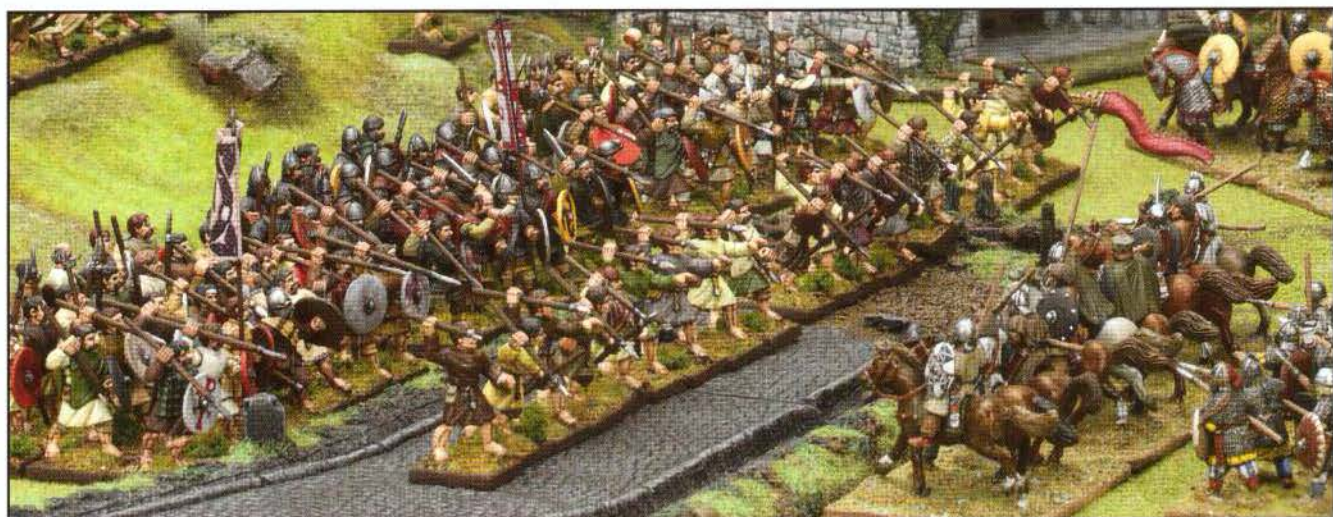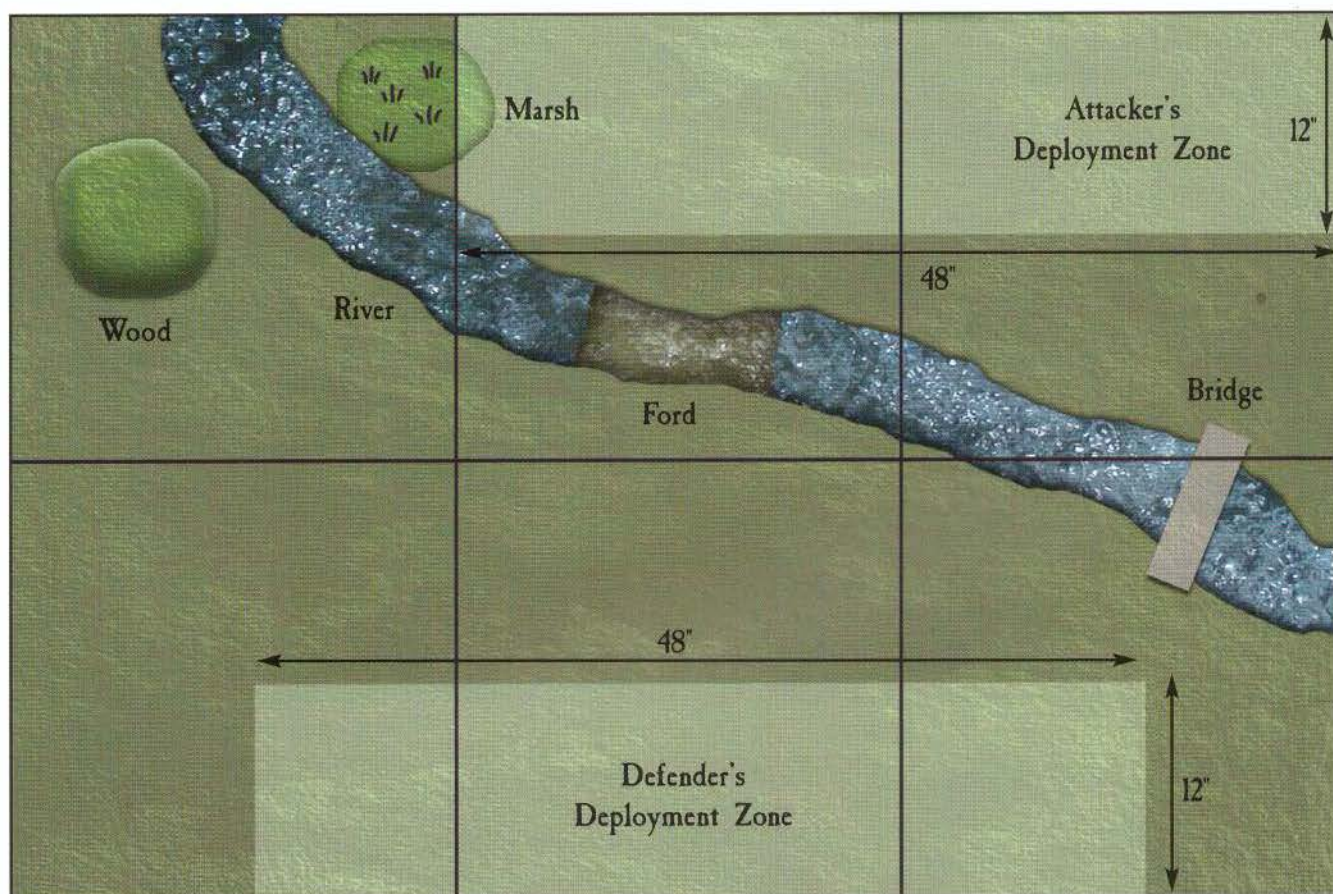
Welsh or British warriors clash in pitched battle.

CAT COIT CELIDON

'The seventh battle was in the wood of Celidon, that is Cat Coit Celidon...'
— Nennius, Historia Brittonum

Situation

Having set up their base at an old Roman fort in the north, the attackers have made a deep foray into enemy territory. Unfortunately, the raiding season has ended prematurely and winter has arrived with a vengeance: short of supplies and hounded by the defending enemy, the attackers are forced to retreat through the forest of Celidon. How many can escape before they are claimed by cold or the enemy?

Armies

Both attacker and defender choose an army of up to 1,500 points in value. Some of the attackers may be suffering from fatigue – see Special Rules below.

Deployment

The attacker deploys his whole army first (as shown on the scenario map). The defender then places his entire army. Finally, any units using Concealment are deployed. Concealed troops may only be deployed by the defender in this game. Skirmishing units may make an extra move after deployment in this scenario.

Boats may not be used in this scenario.

Who Goes First

The attacker rolls to see if any of his units are suffering from fatigue (see Special Rules below), and marks any units accordingly. Both players then roll a dice – the highest scorer takes the first turn.

Length of Game

Seven turns.

Victory Conditions

The attackers must escape with as many troops as possible in order to win this scenario. To escape, an attacking unit has to move off the south edge of the table (however, a unit that flees off this table edge is counted as destroyed, falling into the clutches of the enemy in disorder). Units of less than 5 models and individual characters (except the Army General) are not counted for victory conditions. The victory conditions are as follows:

The attackers score a Mighty Victory if at least three units and the Army General escape by the end of the game.

The attackers score a Close-Run Victory if at least three units (or two units and the Army General) escape by the end of the game.

The game is a Bloody Stand-Off if only two of the attacker's units (or one unit and the Army General) escape by the end of the battle.

The defenders score a Mighty Victory if the attacker manages to escape up to one unit, and the enemy Army General is killed.

The defenders score a Close-Run Victory if the attacker manages to escape up to one unit, but the enemy Army General is still alive and on the table at the end of the game.

Picts ambush a retreating column of Romano-British in the great wood of Cat Coit Celidon.

SPECIAL RULES

Fatigue

The attacker's men have been campaigning deep in enemy territory and are starting to run short of supplies and become exhausted. After deployment, dice separately for each unit in the attacking army (characters are assumed to have the best rations and stamina and do not have to make this roll). On a roll of 1, a unit is suffering from fatigue, and has its Toughness reduced by 1 point for the whole battle. You could mark units suffering from fatigue with a blue counter or something similar.
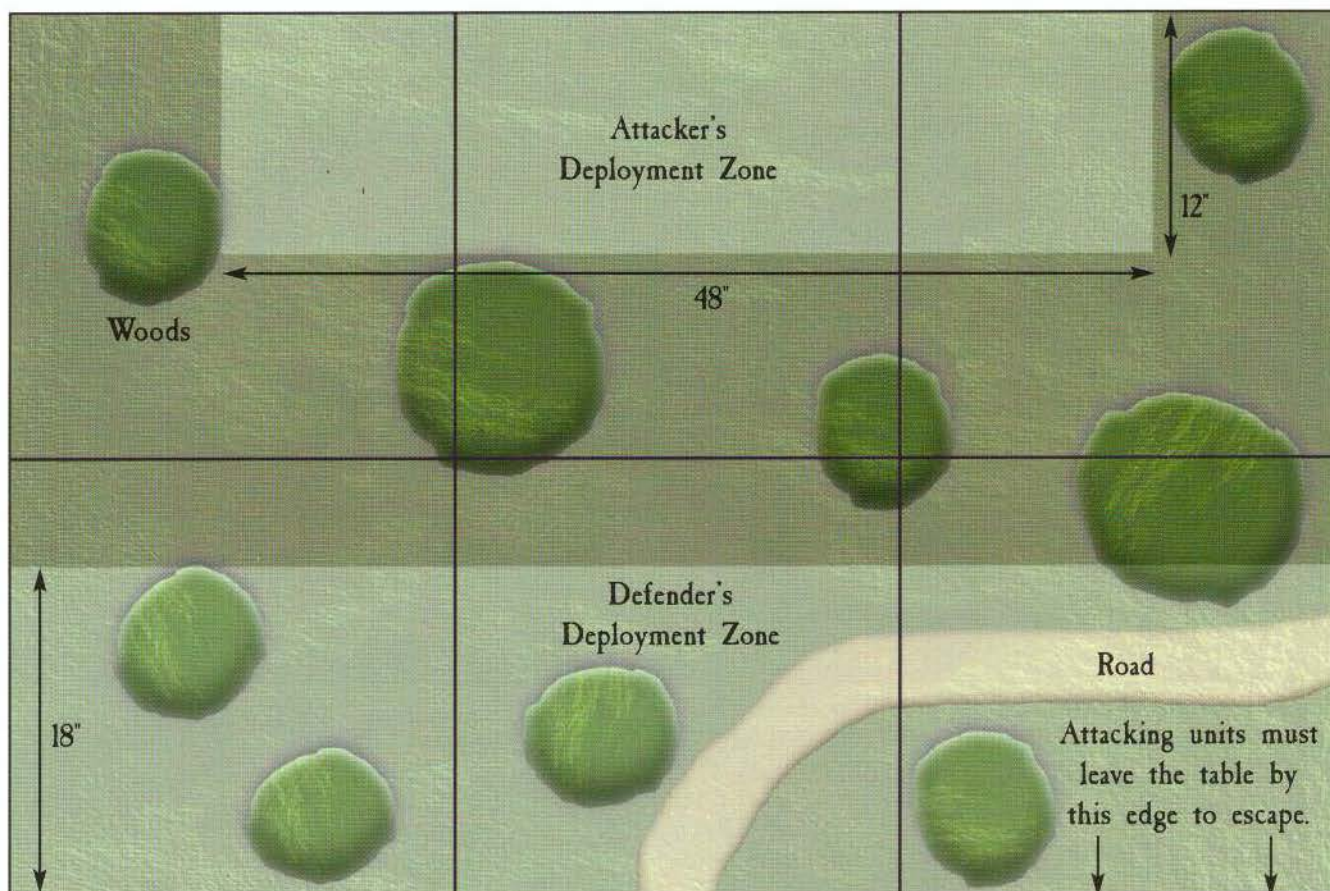
Scenario 5
THE BATTLE AT FORT GUINNION

> *'The eighth battle was in Castellum Guinnion, in which Arthur carried the image of the Virgin Mary upon his shield, and the pagans were put to flight and there was great slaughter...'*
> – *Nennius, Historia Brittonum*

Situation

During the raiding season, the attacker has raised a force to ravage the poorly-defended lands of the neighbouring Romano-British Civitas. However, the ruler of the Civitas has allied himself with a more powerful ruler, who brings his army to destroy the invaders as they march on his ally's coastal fortress. The few troops of the Civitas assist their ally with missile fire from the walls of Fort Guinnion.

Armies

Both players choose an army of up to 1,500 points in value.

Deployment

The players roll a dice – the highest scorer chooses whether to be the defender (the ally of the *Civitas*) or the attacker.

First, the defender places the defenders of Fort Guinnion (see Special Rules). Next, the defender places his first unit in his deployment zone; the attacker then places one unit, then other units are deployed alternately. All characters are deployed next. Finally, any units using Concealment are deployed. Concealed troops may be deployed by both players in this game, but the attacker cannot deploy his ambushers within 12" of Fort Guinnion.

Skirmishing units may make an extra move after deployment in this scenario.

Boats may be used in this scenario to land troops anywhere on the sea shore, apart from the cliffs.

Who Goes First

The attacker takes the first turn.

Length of Game

Six turns.

Victory Conditions

As normal. However, the table quarter containing Fort Guinnion is worth 250 Victory points (instead of the usual 100 VPs) if the attacker can take it during the battle. This table quarter is only worth 100 VPs to the defender.

SPECIAL RULES

The Sea

The sea and cliffs are treated as impassable.

Fort Guinnion

The fort is well-maintained and the gates are barred, so it is treated as impassable terrain for the purposes of this scenario. However, some models may be placed on the walls (see below).

The Defenders of Fort Guinnion

The old Roman fort is defended by a pair of old *ballistae* and a unit of 12 archers, who may be placed anywhere along the walls. They count the walls as hard cover against missile fire. Obviously, they cannot be engaged in close combat during the battle, but could be destroyed or panicked by missile fire, in which case the attacker can claim their points value in Victory points. Their statistics are as follows:

12 x Pedyt Archers – 60 pts

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pedyt	4	2	3	3	3	1	3	1	6	5

Equipment: Armed with short bow.

Special Rules: Skirmishers. May not leave Fort Guinnion (unless fleeing).

2 x Ancient Ballistae, each with 2 crew – 35 pts each

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	2	2	3	3	1	3	1	6	35
Ballista	-	-	-	-	5	2	-	-	-	

Equipment: None.

Special Rules: Bolt thrower (see WAB rules pg 68). Range = 36", Strength = 5 (-1 per rank), D4 wounds per hit.

If you do not wish to use the fort as a Romano-British fort, or do not have the models to represent the archers and ballistae, select up to 130 points of skirmishers from your chosen army list instead.

British archers

Fortress

Defender's
Deployment Zone

Cliffs

12"

48"

Sea

48"

Attacker's
Deployment Zone

12"

Village
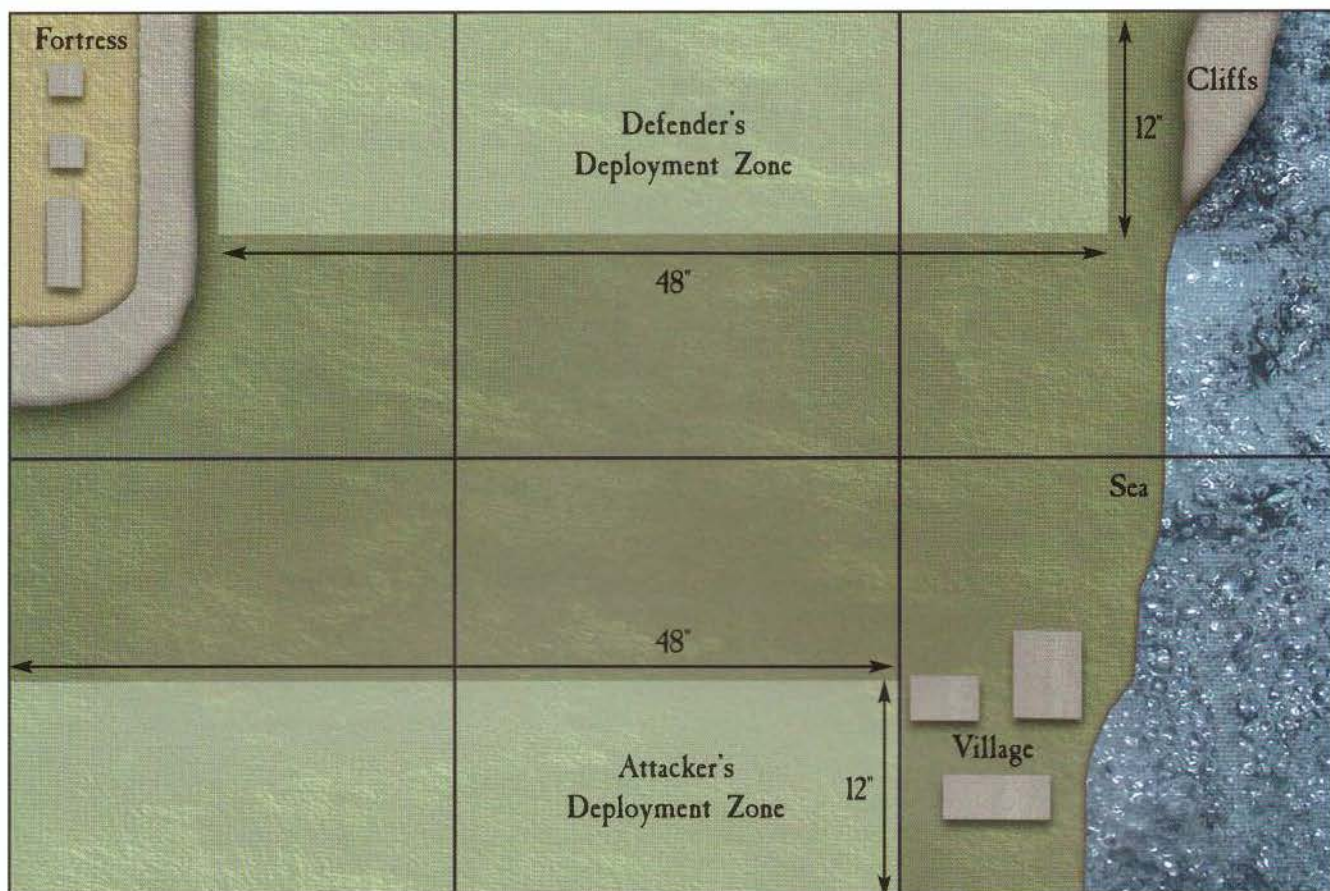
Romano-British Pedyt clash with Pictish raiders inside a crumbling Roman city.

Scenario 6
THE DAWN ATTACK

> *'There is a mist rising!'* – Excalibur

Situation

The forces of the two adversaries are encamped a short distance from each other – battle is imminent. Concerned about the enemy's strength, the attacker decides to seize the initiative and mount a bold dawn attack on the defender's position – hopefully the early morning sun will blind his sleepy opponents and help him to press home a decisive attack. However, the attackers must negotiate their way through a wood in the early morning mist and twilight, and run the risk of becoming lost or separated…

Armies

The defending player chooses an army of up to 1,500 points in value. The attacker chooses an army up to 1,200 points in value.

Deployment

The defender's entire army is first placed in the camp (a 30" x 18" area on top of the hill). To represent the fact that his forces have only just woken and are unprepared for battle, all of the defender's units are deployed in skirmish order – even if they would not normally be allowed to do so. Characters may be placed anywhere within the camp, and are not attached to units at this stage (as everyone has been deployed in skirmish order).

Next, the attacker deploys his forces; however, he his troops have been marching in darkness and mist, so may have become separated. Therefore the army is deployed using the following procedure:

The attacker chooses a unit – if it is accompanied by a character, then the character must also be placed with the unit. Individual characters may be deployed separately if the player wishes, but a separate dice roll must be made for each – so they risk the chance of becoming isolated.

The attacker then rolls a dice to see which 12"x12" deployment zone the unit (and character, if any) arrives in – see the Battlefield Map for details (the zones are numbered 1-6; if you roll a 2, you deploy in zone 2, etc). The unit may be placed in any formation within its 12"x12" deployment zone.

If the attacking unit being deployed contains the Army General, the player may dice twice and choose which deployment zone he wishes to place the unit and General in. If the player rolls the same number twice, then he has to lump it and must deploy in that zone! Units with the Concealment special ability, or who are Drilled, may also re-roll the dice to represent the advantage that their skills or training gives them in these situations.

The attacker then chooses another unit and/or character to place, until all units and characters have been deployed.

If a unit cannot physically be deployed in the zone it has arrived in, it may re-roll the dice until it lands in a zone with sufficient space. Skirmishing models may be gently shifted a few inches within the deployment zone if it is needed to fit another unit in.

Example of deployment: Hengist the Saxon Cyning (Army General) and his Gedriht roll a 1 for deployment; Hengist, being the Army General, doesn't like this flanking position and re-rolls, rolling a 4 instead. Hengist decides this is a much better position from which to crush the enemy and chooses to deploy himself and his Gedriht in zone 4. If Hengist hadn't been Army General, he would have had to accept the dice roll and deploy in zone 1!

Troops using Concealment may not make a special deployment in this scenario (apart from the ability to re-roll the deployment dice as described above). Boats may not be used in this scenario. Skirmishing troops do not make an extra move after deployment.

Who Goes First

The attacker takes the first turn. Note that no charges may be made on the first turn by either side (see Special Rules below).

Length of Game

Seven turns.

Victory Conditions

As normal, but no points are scored for table quarters in this scenario,

There is a bonus of 250 Victory points for the attackers or defenders if they are in sole possession of the camp at the end of the game. To count as in sole possession, there must be no unbroken enemy units of five or more models within the camp, and the victor must have at least one unbroken unit of five or more models in the camp.

SPECIAL RULES

The Camp

The camp is an area 30"x18" on top of the hill. Its perimeter should be marked out with a few appropriate tent, baggage and campfire models. All of these are purely for visual effect, and the camp counts as normal terrain for the purposes of movement during the game.

Visibility

The early morning mist and low sun make conditions difficult for both sides at the start of this scenario; therefore no charges by either side may be declared on Turn 1. Charges may be made as normal from Turn 2 onwards.
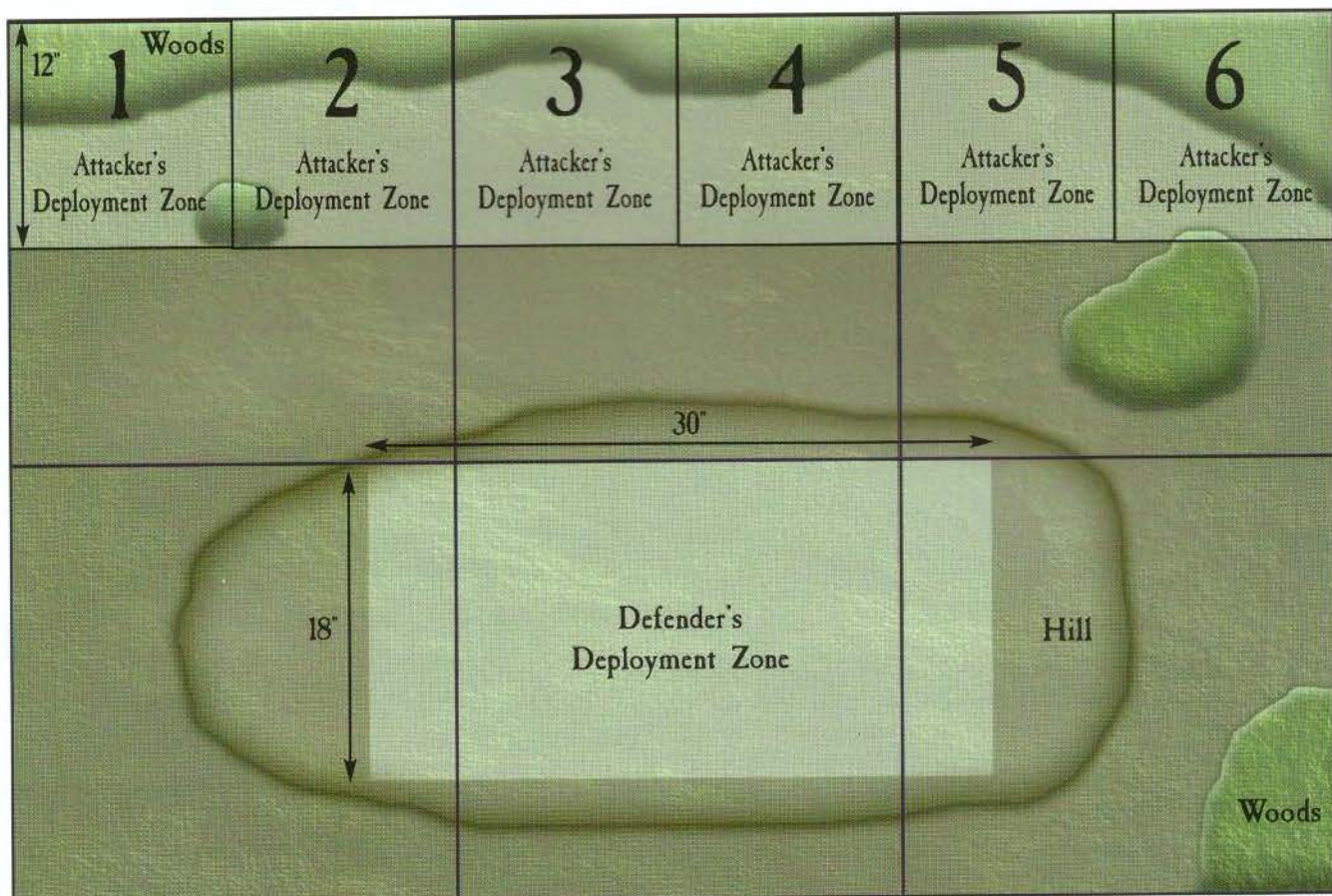
Defenders in confusion

The defender's army are deployed in skirmish order to simulate their confusion and unreadiness for battle. If the

units have Musicians, they may attempt to reform during their Movement phase as described on p56 of the WAB Rulebook. Unfortunately, the camp is in panic and so the opportunity to reform into ranks is not automatic in this scenario! Any unit wishing to reform from skirmish order must successfully make a Leadership test in order to do so. However, to represent the efforts of the defending heroes to rally their men to battle, any character may use his Leadership value (rather than the troops') to attempt to reform any one unit within 2". If more than one unit is within

2" of the character, the player must choose which unit will use his Leadership score.

Units that have attempted to reform and failed may move as usual, but may not declare charges or shoot in that turn.

As Warband tests are taken before any ordinary movement is made, it is possible that a unit subject to Warband psychology will be forced to make a charge in skirmish order before it has the chance to reform into ranks. Such are the risks of employing bold and rash warriors!

12"	Woods					
1	**2**	**3**	**4**	**5**	**6**
Attacker's Deployment Zone	Attacker's Deployment Zone	Attacker's Deployment Zone	Attacker's Deployment Zone	Attacker's Deployment Zone	Attacker's Deployment Zone

30"

18"   Defender's Deployment Zone   Hill

Woods

Romano-British cavalry ride out of the mist in a dawn attack.

Scenario 7
THE BATTLE AT MOUNT AGNED

> *'The eleventh battle was fought on
> the slopes of Mount Agned...'*
> – Nennius, Historia Brittonum

Situation

On the border between two enemies' lands runs the old Roman road, which is used for transport of trade but, more commonly, invading warriors. The road passes a ruined and abandoned Roman fortress and the imposing hill of Mount Agned, topped by the old watch tower with its commanding views of the area. As the raiding season arrives, the rival kings have decided to march on each other's lands. The strategic watch tower on Mount Agned must be taken!

Armies

Both players choose an army of up to 1,500 points in value.

Deployment

The players roll a dice – the highest scorer chooses which side of the table he will approach from (ie, deployment zone 1 or 2).

Next, the high scorer places his first unit in his deployment zone; the lowest scorer then places one unit, then other units are deployed alternately. All characters are deployed next. Finally, Concealed troops are deployed. Concealed troops may be used by both players in this game, but they cannot be deployed within 12" of the watch tower.

Skirmishing troops may be moved up to 4" after deployment.

Boats may not be used in this scenario.

Who Goes First

The highest scorer takes the first turn.

Length of Game

Six turns.

Victory Conditions

The battle is a struggle for the control of the Roman watch tower on Mount Agned, regardless of casualties.

The battle is a Mighty Victory if one side is occupying the watch tower unopposed at the end of the game (ie, has troops in sole occupation of the watch tower, and there are no enemy troops within 12" of the watch tower).

It is a Close Run Victory if one side is occupying the watch tower at the end of the game, but there are still enemy in the vicinity (ie, has troops in sole occupation of the watch tower, but there are some enemy troops within 12" of the watch tower).

It is a Bloody Stand-Off if the watch tower is still contested at the end of the game (ie, neither side has sole occupation of the watch tower).

SPECIAL RULES

Rocky terrain and ruined fort

The rocky terrain and ruined fort are difficult terrain.

Roman Road

The Roman road is still in excellent condition. A unit fast marching along the Roman road may add +D6" to its movement in a turn in which it marches along the road.

The Watch Tower

Any infantry unit may break formation into skirmish order to enter the watch tower, even if they are not normally allowed to do so. If they wish to reform at a later time, they must have a Musician model in the unit as usual.

Infantry defending the watch tower count it as a Defended Obstacle (ie, they need a 6 to be hit in combat)

Infantry defending the watch tower can count it as Hard Cover against missiles.

Deployment Zone 1

12"

48"

Fortress Ruins

Mount Agned

Watch Tower

Roman Road

Rocky Terrain

Deployment Zone 2

12"
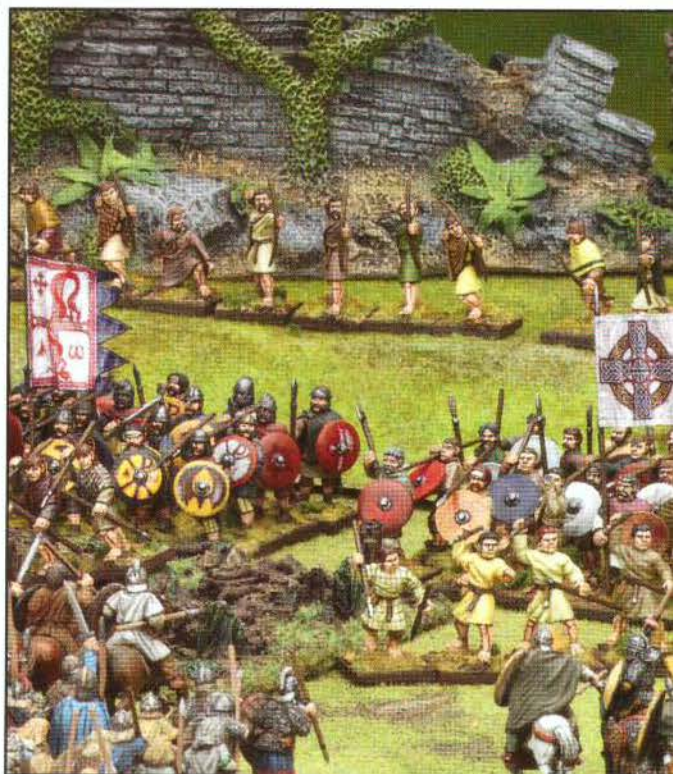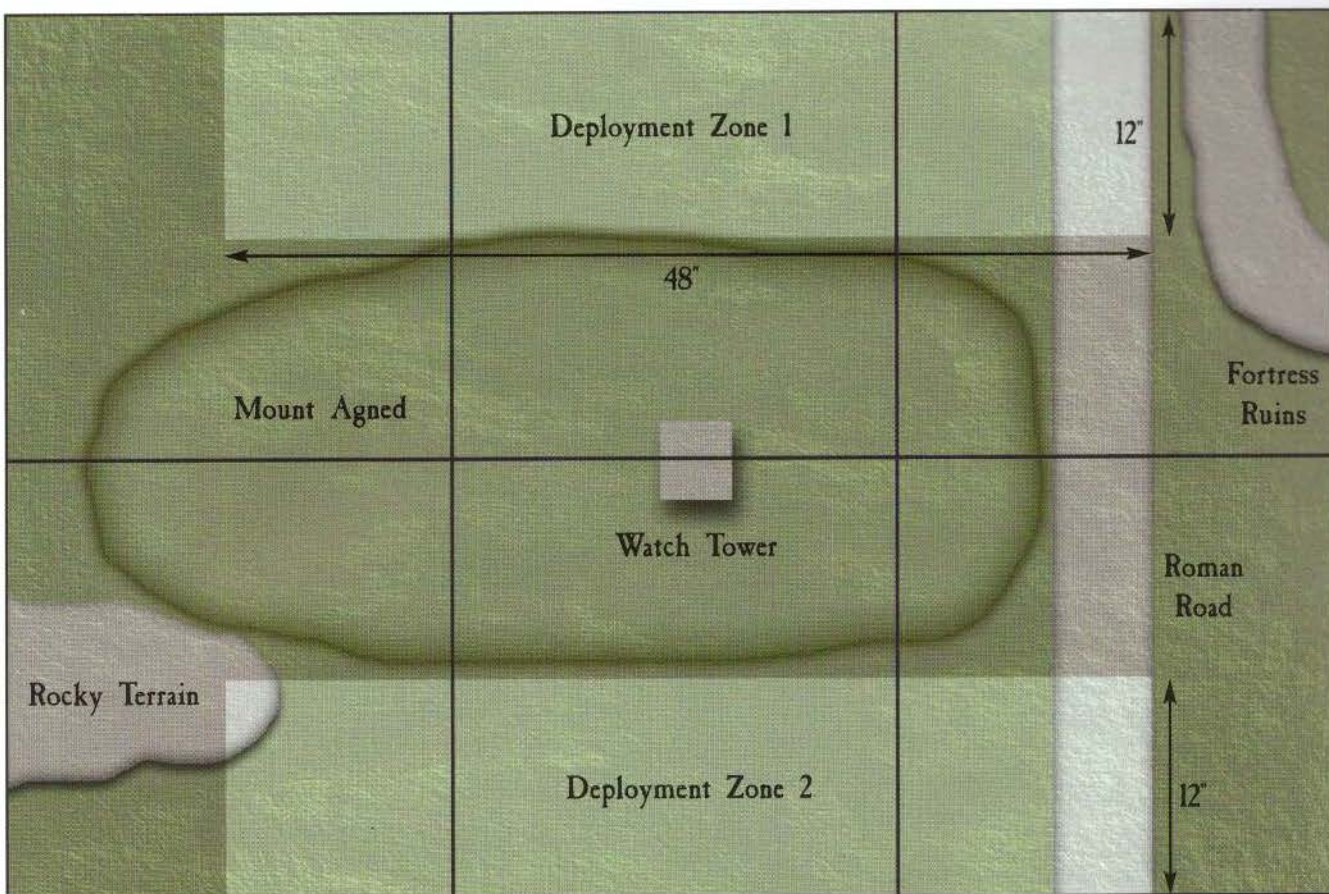
Welsh warriors mass for battle.

Scenario 8
MOUNT BADON

'The twelfth battle was on the hill of Badon, in which 960 men fell in a single charge... and no-one lay them low except Arthur himself.'
– Nennius, Historia Brittonum

Situation

Sensing his opponent's weakness, the attacker's numerous forces have thrust deep into enemy territory. The defender knows that his aggressors must seek a quick battle, and has taken up position on an ancient, steeply-banked hill fort inside his territory. The attackers have laid siege to the hill for three days, and are running short of food and patience; the defender knows he must now take the initiative. Under cover of darkness, he sends a force to make a daring flank attack upon his enemy. As dawn breaks, the trumpets sound, and the defenders draw up their shieldwall to challenge the enemy to battle.

Armies – Defender

The defender chooses an army of up to 1,500 points in value.

Before the game, the defender MUST detach between 250 and 500 points of his army. This is the flanking force. It must include at least one non-skirmisher unit and may also include up to two characters. The flanking force is kept off-table until it arrives during the battle.

The defender must also secretly write down whether the flanking force is going to approach from his left or right flank.

Armies – Attacker

The attacker has a larger force than the defender, and may choose an army of up to 2,000 points. Some of the attackers may be suffering from sickness – see Special Rules below.

Deployment

The defender deploys his army first (up to 12" from his table edge, as shown on the scenario map). The defender's flanking force is left off the table until it arrives. The attacker then deploys his entire army (up to 12" from his table edge, as shown in the scenario map). Troops with Concealment may only be used by the defender in this scenario, and they should be placed after the attacker has deployed his army. Skirmishers may be moved an extra 4" after deployment. Boats may not be used in this scenario.

Who Goes First

The attacker rolls to see if any of his units are suffering from sickness (see Special Rules below), and marks any units accordingly. The defender then takes the first turn.

Length of Game

Six turns.

Victory Conditions

As normal, except that table quarters are not counted in this scenario. If the flanking force does not arrive during the game, it is not counted as lost.

SPECIAL RULES

Sickness

The attacker's men have been laying siege in enemy territory and are starting to run short of supplies. After deployment, dice separately for each unit in the attacking army (characters are assumed to have the best food available and do not have to make this roll). On a roll of 1, a unit is suffering from sickness and fatigue, and have their Toughness reduced by 1 point for the whole battle. You could mark units suffering from sickness with a yellow counter or something similar.

Flank march

At the beginning of each of his turns, the defender rolls a D6 to see if his flank march is about to arrive:

Turn No.	Dice score required for flank march to arrive next turn
1	6
2	5, 6
3	4, 5, 6
4	3, 4, 5, 6
5	Automatically arrives this turn

The defender declares whether the flank march is arriving from his left or right flank (as previously written down). The flank march arrives at the start of the defender's next turn (eg, if the defender rolls a 4, 5 or 6 at the start of his turn 3, the flank march arrives on turn 4).

When the flank marching unit/s arrive, the first rank of models from each unit is placed on the edge of the table. They may be placed anywhere along their table edge. The defender may then declare any charges. The flank marching unit's movement and charge arcs are measured from the first rank of models on the table.
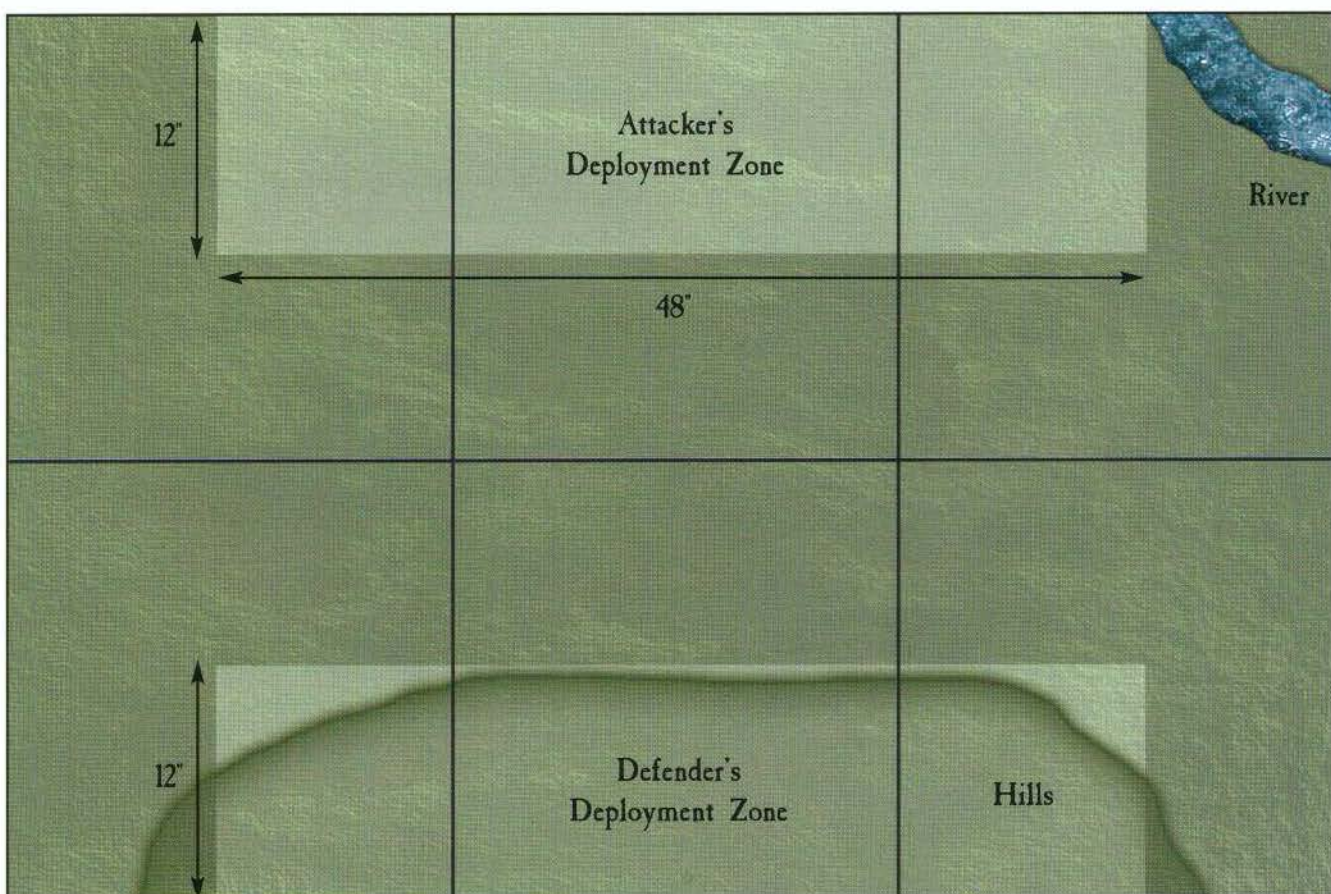
River

The river is impassable for purposes of this scenario.

Pictish troops from different settlements at war.

Scenario 9
THE CATTLE RAID

'By the gods I worship,
nothing leaves here unless I choose to let it!'
– The Cattle Raid of Cooley

Situation

At the height of the raiding season, a king has invaded the lands of his enemies. The wily invader has avoided the forces sent out to track him down, and has attacked the enemy's mead hall while the defenders are away. Slaying all who resisted him, he is leaving the settlement laden with cattle, slaves and booty when the cry goes up – "They are coming!" Seeing the smoke, the defending army has turned around and arrives, ready to wreak vengeance upon the raiders. The raiders must get away with their booty as fast as they can...

Armies

Both players choose an army of up to 1,500 points in value.

Deployment

The three baggage pieces are deployed on the road. They are placed, respectively, 22", 28" and 34" from the end of the road. The baggage pieces are explained further in Special Rules below.

The players now roll a dice to decide who is the attacker (ie, the raiders), and who is the defender. The attacker places his first unit in his deployment zone; the defender then places one unit, then other units are deployed alternately. The attacker must deploy at least one of his units inside the settlement, representing the last troops looting the buildings. All characters are deployed next. Finally, Concealed troops are deployed. Concealed troops may only be deployed by the attacker in this game – the defenders have not had time to send advance troops.

Boats may not be used in this scenario.

Who Goes First

After all troops have been deployed, the defender rolls to see if any of his units are suffering from hatred (see Special Rules below), and marks any units accordingly. The players then dice, with the highest scorer taking the first turn.

Length of Game

Seven turns.

Victory Conditions

The raiders must try to get away with as much booty as possible, whilst the defenders are looking to prevent this. This scenario uses the normal Victory Points chart, with the following special conditions:

For each baggage base that the attacker manages to escape with (ie, removed from the end of the road): +150 pts

For each baggage base that the attacker is still in possession of on the table (ie, has not been recaptured or escaped): +75 pts

For each baggage base recaptured by the defender: +150 pts
Any raiding units that still have models inside the settlement at the end of the game are assumed to have been trapped by vengeful defenders and slaughtered – they count as destroyed.

Table quarters are not scored in this scenario

SPECIAL RULES

Hatred

Seeing their loved ones being enslaved and their cattle driven off may have a galvanising effect on some of the defenders returning to the settlement. After deployment, dice for each of the defender's units. On a roll of 6, the unit is subject to Hatred against the raiders for the duration of the battle. You could mark units suffering from Hatred with a red counter or something similar.

Characters do not dice for Hatred. However, if they are attached to a unit suffering from Hatred, then the character is also counted as suffering from Hatred. Allied units and characters do not dice for Hatred.

The Settlement

The king's mead hall is surrounded by a steep bank and palisade. The following rules apply:

• The walls are treated as impassable for the purposes of the scenario. Troops sheltering behind the walls are in hard cover.

• The only way to enter and leave the settlement is through the gate leading onto the road.

• The gates are assumed to have been damaged in the attack, and may not be closed or barred during the scenario. However, the gateway may be counted as a defended obstacle.

The Baggage

There are three baggage pieces (mounted on 60mm x 60mm bases) in this scenario, representing the cattle, booty and slaves that the raider has captured. The baggage is subject to the following rules:

• Baggage pieces move 6" each turn. They may only move on the road. They may not march or fast march.

• A baggage piece that partially leaves the table at the end of the road is removed, and is counted as escaped by the raiding army.

• Baggage may be recaptured by the defending army. To do this, a defending unit of at least five models must declare a charge on the baggage. The baggage may only stand as a charge response. The chargers are moved into contact, but no combat is fought, as the few guards are assumed to have fled. The baggage piece is removed from the table and is counted as recaptured by the defender. The unit that recaptured the baggage has to remove one model to represent a guard being left to escort the baggage back to safety.

•Units do not pursue after recapturing a baggage piece. The recapture of a baggage piece does not cause Panic tests.
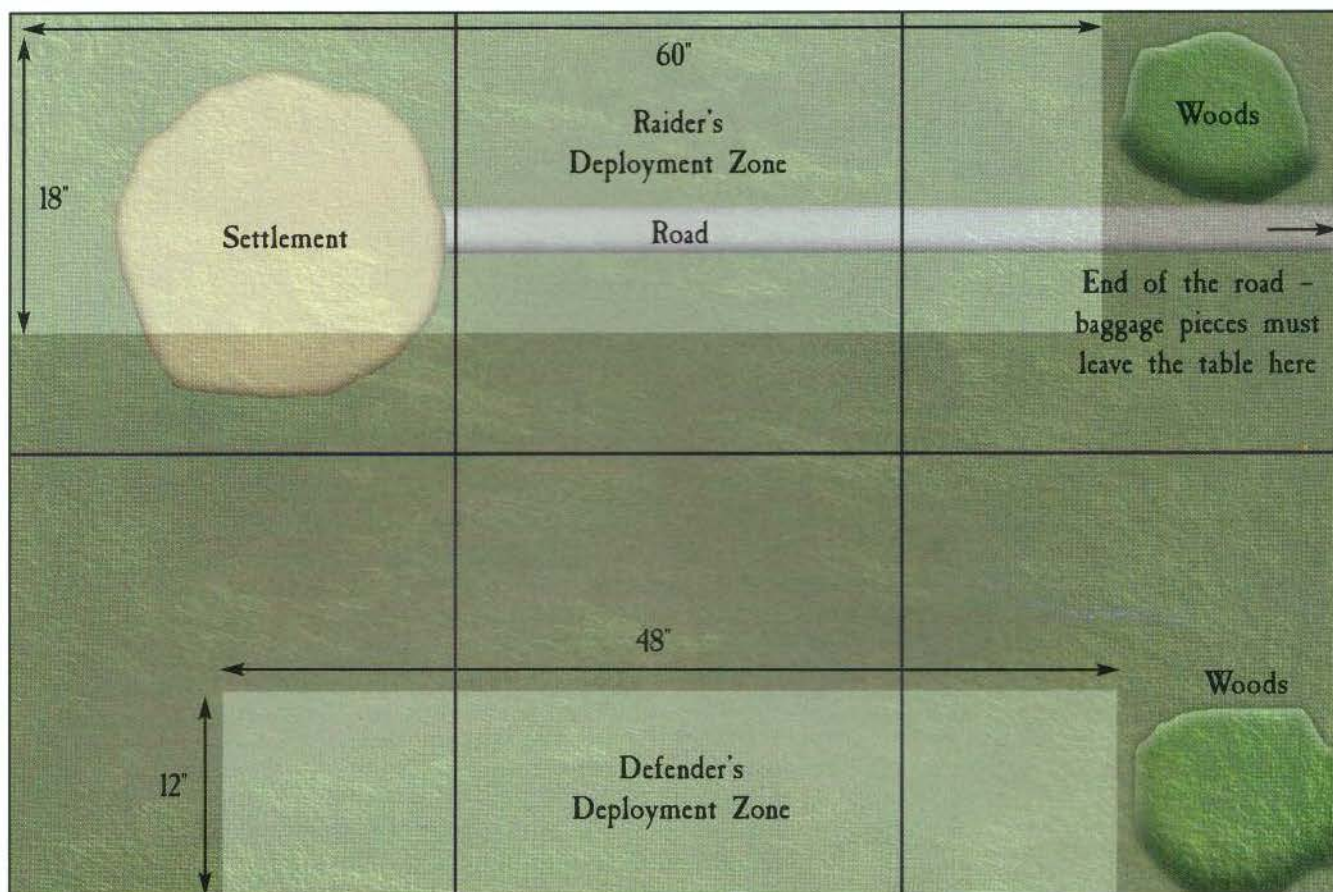
Welsh warriors locked in combat with Pictish spearmen.

Scenario 10
THE STRIFE OF CAMLAN

'In this year there was the strife of Camlan in which Arthur and Medraut perished. And there was plague in Britain and Ireland.'
— Annales Cambriae 537 AD

Situation

At the end of a long, successful reign, the king's power is waning. Now, his kinsman turns against him and joins forces with an enemy to overthrow the old king once and for all. Seeing his land invaded and with his honour to defend, the old king summons his remaining loyal warriors and rides out to confront the traitor and his allies.

Armies – Defender

The defender chooses an army of up to 1,500 points in value, which must include an Army General. However, some of the defender's men will be lost to the enemy as Traitors – see Deployment below.

Armies – Attacker

The attacker chooses an army of up to 1,500 points in value.

Deployment

Before the battle, the attacker selects up to one character (excluding the Army General and Army Standard Bearer), and as many units as he wishes (excluding comitatus units, such as Teulu / Commanipulares / Gedriht / Pueri / Pictish Nobles / Fianna) from the defender's army up to a maximum of 500 points in value. These are the Traitors. The Traitors become part of the attacker's army and are deployed along with his troops.

The defender deploys one unit from his army first; he may deploy anywhere on his side of the river, and on the bridge. The attacker then deploys a unit from his army, including the Traitors, as shown in the scenario map. Alternate deployment continues until all units have been placed, with all characters being placed last. Skirmishers may be moved an extra 4" after deployment. Concealed troops and boats may not be used in this scenario.

Who Goes First

The attacker makes the first move.

Length of Game

Seven turns.

Victory Conditions

The attackers need to kill the enemy general to win this scenario convincingly. Victory points are scored as normal, with the following exceptions:

• Table quarters are only scored for the defender's two table quarters
• The attackers can only claim a Mighty Victory if they kill the enemy general; if they fail to do this, they can only claim a Close-Run Victory, no matter how many Victory Points they have scored.

SPECIAL RULES

Traitors

The Traitors are treated as part of the attacker's army. However, they are counted as allies, and cannot use the effects of any of the attacker's other characters.

Hatred

This is a battle to the death, exacerbated by the mutual enmity of old rivals and broken oaths. The defender's army is subject to Hatred against the traitors. The traitors in the attacker's army are subject to Hatred against the defender's army.

Stand and fight!

None of the characters in this scenario are allowed to leave the battlefield voluntarily.

Slaughter Bridge

The bridge is only wide enough for three models to pass at once.

River

The river is treated as passable for purposes of this scenario.

Arthur and Medraut ap Cawrdaf clash in a fatal single combat on the bridge at Camlan.

Arthur and Medraut clash in a climactic single combat on the bridge.

Hillsides

12"

Attacker's
Deployment Zone

48"

Bridge

River

Marsh

Defender's
Deployment Zone
(anywhere on the bridge
or this side of the river)

Woods

Hillsides
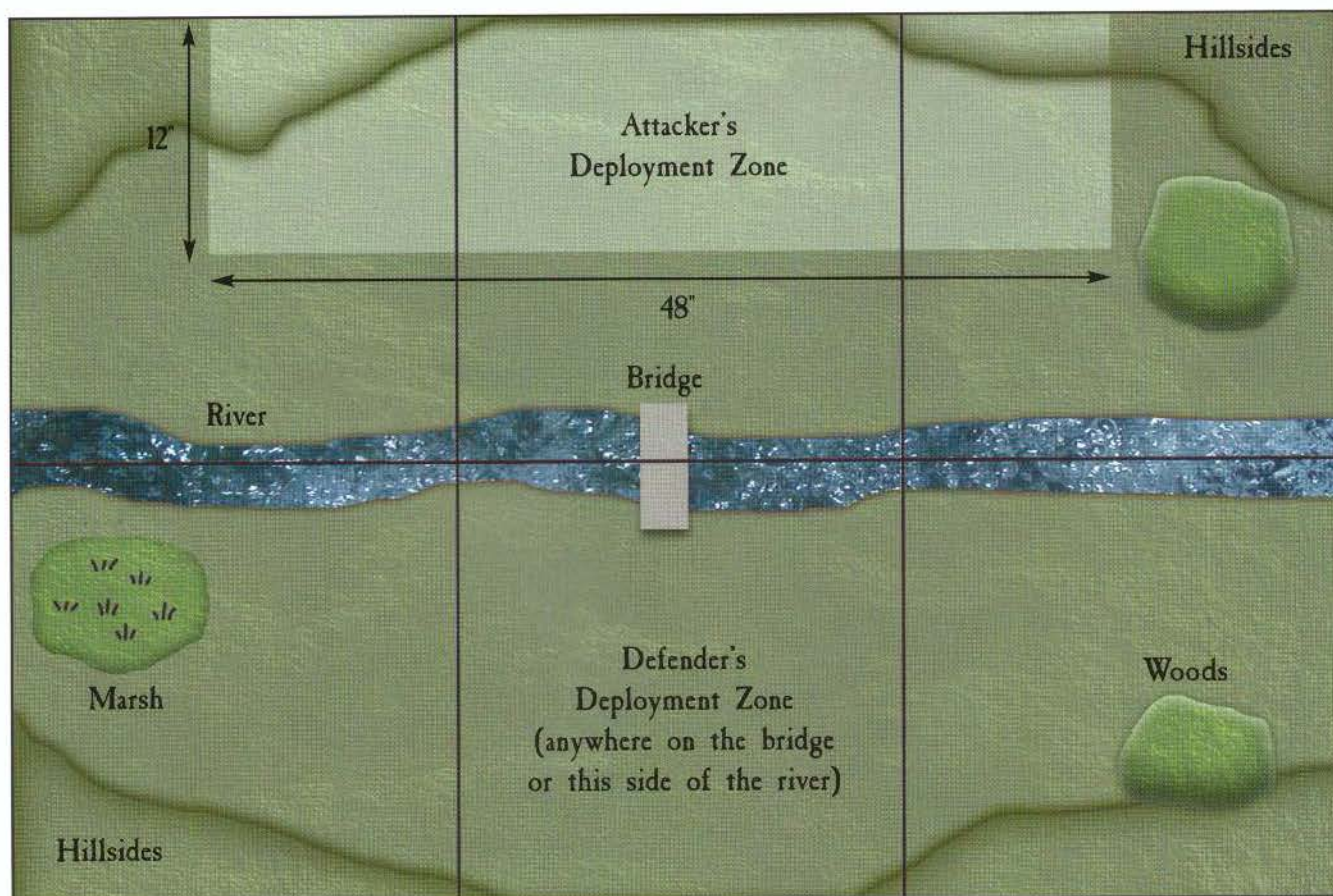
Scenario 11
THE ROMAN ROAD

> *'Vexillatio legionis XX Valeriae Victricis fecit'*
> *('A detachment of the Twentieth Legion Valeria*
> *Victrix built this.')*
> *- inscription from Hadrian's Wall*

Situation

A large attacking army is advancing into enemy territory, boldly marching along the old Roman road into the heartland of their foes. A small force of warriors rides out from the defender's stronghold, intent on delaying the enemy as long as possible – whatever the cost...

Armies

The attacker chooses an army of up to 1,500 points in value, including at least two characters. The defender chooses an army of up to 1,000 points in value.

Deployment

At the start of the game, the attacking force is strung out in column of march along the Roman road running along the centre of the table. The defender has mustered his forces near his table edge, and may have left a unit in ambush either at the ford or village. Deployment for the scenario is carried out as follows:

The attacker places two units on the road, up to 42" from the attacker's table edge (see map). If these are formed units, they have to be deployed in a march column (no more than three figures wide), facing the defender's table edge. Units on the road have to be deployed one behind the other (ie, you can't deploy three single-model wide units side by side on the road!) The attacker may place a single unit in skirmish order up to 12" from the road – this is considered to be a unit of scouts or outriders. Only one unit may be used as scouts, all others must be deployed on the road as above.

The defender then deploys one unit, either in his deployment zone or in the ambush position shown on the map (ie, in the village or behind the ford). The defender may only deploy one unit in this ambush position – all others must be deployed in the defender's deployment zone as shown on the map (the exception to this is troops with the Concealment special rule – see below).

Deployment is now carried out alternately: the attacker deploys two more units (as noted above, these must be on the road, unless it is the single unit of scouts allowed), followed by the defender deploying one unit. This continues until all units are deployed. All characters are deployed once all units have been placed.

Troops with the Concealment special rule may only be used by the defender in this scenario (the attackers have not had time to conceal any troops). Concealed troops are deployed last, and may be placed anywhere that is not within 12" or an enemy unit or character.

Boats may not be used in this scenario.

The Roman road is in fairly poor condition and does not give any movement bonus in this game.

Who Goes First

The attacker takes the first turn.

Length of Game

Seven turns. The game takes place during the late afternoon, so the turn limit represents the daylight left before the attackers pitch camp.

Victory Conditions

The attacker is trying to march into enemy territory with the minimum delay, while the defender is trying to hold up the column and cause as much disruption as possible, including targeting enemy characters. As a result, Victory points are different for both sides:

Attackers

Score Victory points equal to the value of any friendly unit or character that voluntarily moves off the enemy table edge during the game. For example, a unit of British Pedyt worth 234 points leaves the enemy table edge in Turn 6 – the attacker scores 234 Victory points. This cannot be scored if the unit flees or falls back in good order off the table edge.

Score Victory points equal to the value of any enemy unit or character destroyed or fleeing at the end of the game, including standards captured.

Defenders

Score Victory points equal to the value of any enemy unit destroyed or fleeing at the end of the game, including standards captured.

Enemy characters slain or fleeing are counted as double the normal number of Victory points.
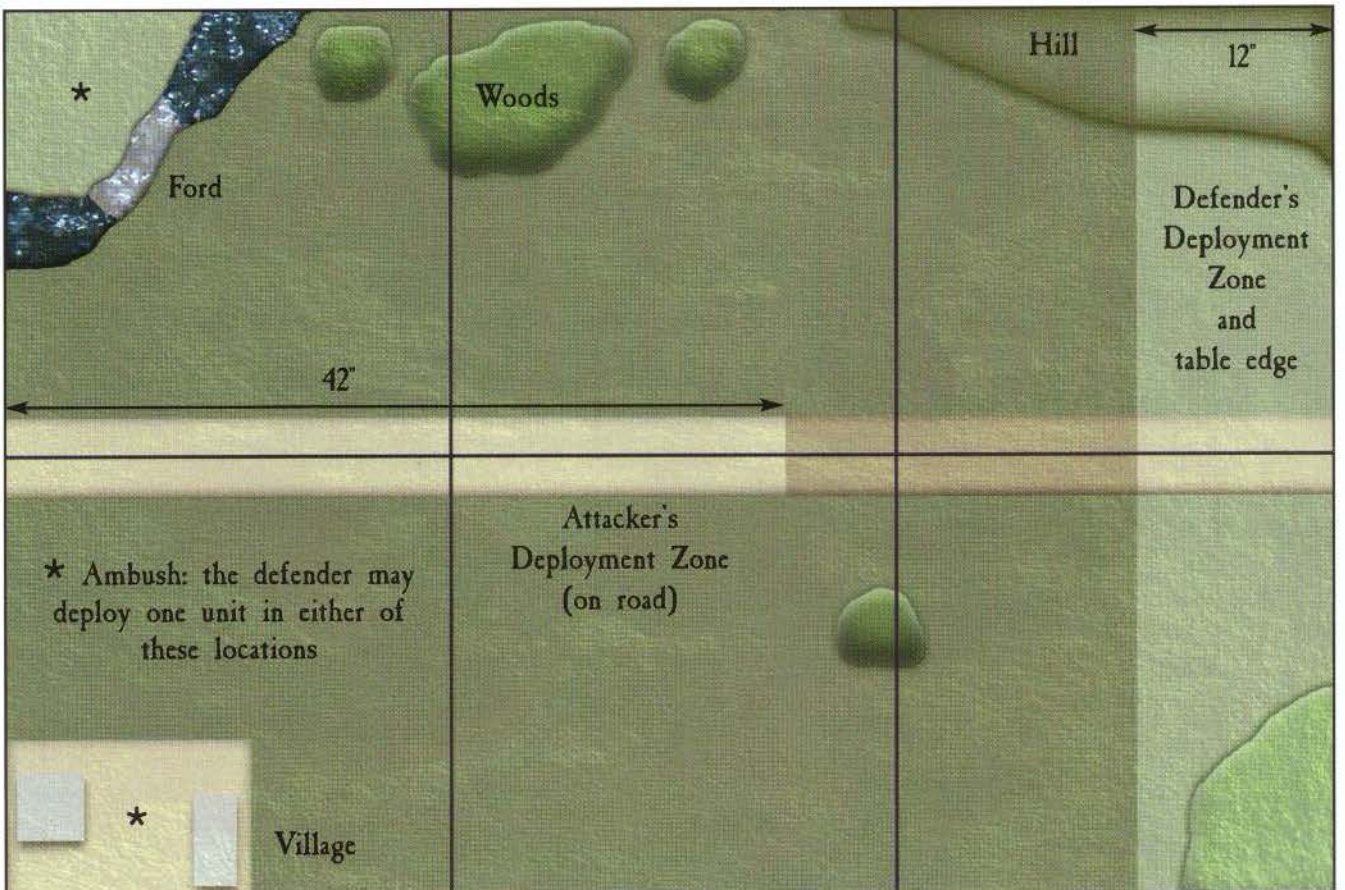
Special Rule

The river is impassable and the ford is wide enough for eight models.

A Welsh King

British spearmen advance into battle.

Hill

12"

Woods

Ford

Defender's
Deployment
Zone
and
table edge

42"

Attacker's
Deployment Zone
(on road)

★ Ambush: the defender may
deploy one unit in either of
these locations

★

Village

The special rules included for the skirmishes in this book are a development of those in the *Warhammer Ancient Battles* rulebook. The rules have been modified to allow characters to have a greater effect on leading their troops in a skirmish situation, and for smaller units to retain their effectiveness for longer. In all of these scenarios, any unit may break formation to skirmish, even if they are not normally allowed to do so. If they wish to reform at a later time, they must have a Musician model in the unit as usual. See the Light Troops section on page 54 of the WAB rulebook for more details on skirmishing.

Unit Sizes and Characters

Because of the small scale of skirmish scenarios, the following special rules apply to characters and units:

Units of less than five models, and characters, do NOT auto-break if losing a round of combat. They must make a Break test instead. If they flee, they are allowed to attempt to Rally in later turns.

Characters may attach themselves to a single unit that can benefit from their Leadership and special rules (if any), EVEN if skirmishing. To do this, the character has to stay within 2" of the unit he is leading. Eg, a Pictish Mormaer with a Leadership of 8 is leading a unit of 10 skirmishing Pictish Warriors. As long as the Mormaer stays within 2", the Warriors may use his Leadership of 8.

Army Standard Bearers and Army Generals may use their special rules for all units within 6" (whether skirmishing or not). The Army General may increase his Leadership range by D6" for an accompanying Bard, as usual.

Buildings

We have found the following special rules useful when using buildings in skirmish scenarios:

Only skirmishing infantry may enter buildings, and can only leave and enter by the doorways. Building models without lift-off roofs are assumed to be barricaded and must be moved round.

Infantry defending buildings (ie, inside a window or doorway) count them as a Defended Obstacle (ie, they need a 6 to be hit in combat).

Infantry defending buildings can count them as Hard Cover against missiles.

Infantry defending a building (ie, defending walls or windows, and with no enemy models inside the building) may re-roll any failed Panic tests during the game. This represents the fact that they are probably 'better in than out' if things are going wrong outside!

See the Buildings section on page 69 of the WAB rulebook for more details on buildings and fighting around and inside them.

⊠⊠⊠⊠⊠⊠⊠⊠⊠ Scenario 12 ⊠⊠⊠⊠⊠⊠⊠⊠⊠

THE BATTLE IN THE CITY OF THE LEGION

'The ninth battle was in the City of the Legion...'
– Nennius, Historia Brittonum

Situation

Two enemies clash in the struggle for control of the remains of a once-proud Roman city. Who will control the all-important gate and headquarters before the sun sets?

Armies

Both sides choose an army of up to 750 points in value. It may include up to two characters (even if this exceeds the normal points value limit for characters) and may not include any mounted models. This battle is fought inside a city, and anyone owning a horse is assumed to have dismounted!

Although the battle is set in a Roman city, there is no reason that the game could not be played around any number of Dark Age buildings, depending on what you have in your terrain collection. The most important thing is that you have

two key buildings to serve as 'the Headquarters' and 'the Gatehouse' and that the rest of the table is broken up with a variety of obstacles that could be other huts, cattle pens, copses, etc.

Deployment

Both sides roll a dice. The highest scorer chooses which side of the city they will start (ie, deployment zone 1 or 2) and then places their first unit within 6" of their chosen table edge. The lowest scorer then places their first unit on the other side of the table, within 6" of the table edge. Units may be placed on the city wall, grass, or in the city streets. Players take turns to alternately place units until all are deployed.

Skirmishers may be moved an extra 4" after deployment. Concealed troops and boats may not be used in this scenario.

Who Goes First

The lowest scorer takes the first turn.

Length of Game

Six turns, after which the sun is assumed to have set, and the game ends.

Victory Conditions

The object of this scenario is to seize control of the Main Gate and the Roman Headquarters building, regardless of casualties. If one side controls both buildings, the game is a Mighty Victory. If one side controls one building and the other is contested or unoccupied, the game is a Close-Run Victory. If each side controls one building, the game is a Bloody Stand-Off.

SPECIAL RULES

Gates

The Main Gates of the city are either jammed or broken, and cannot be shut for the purposes of this scenario.
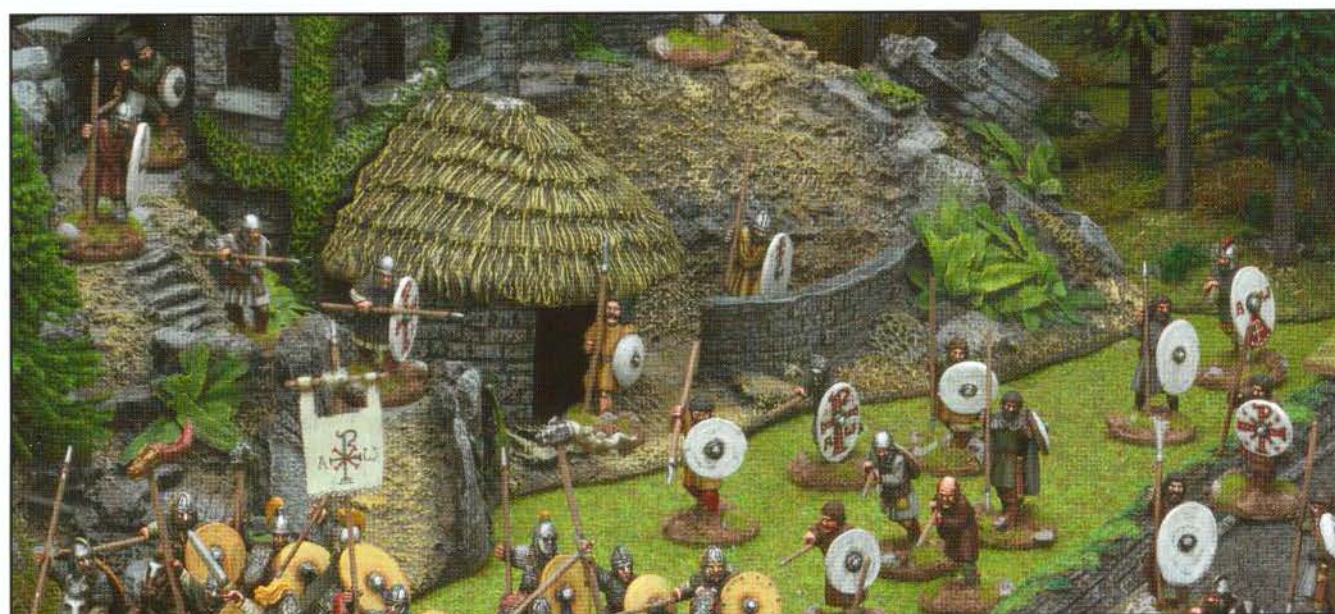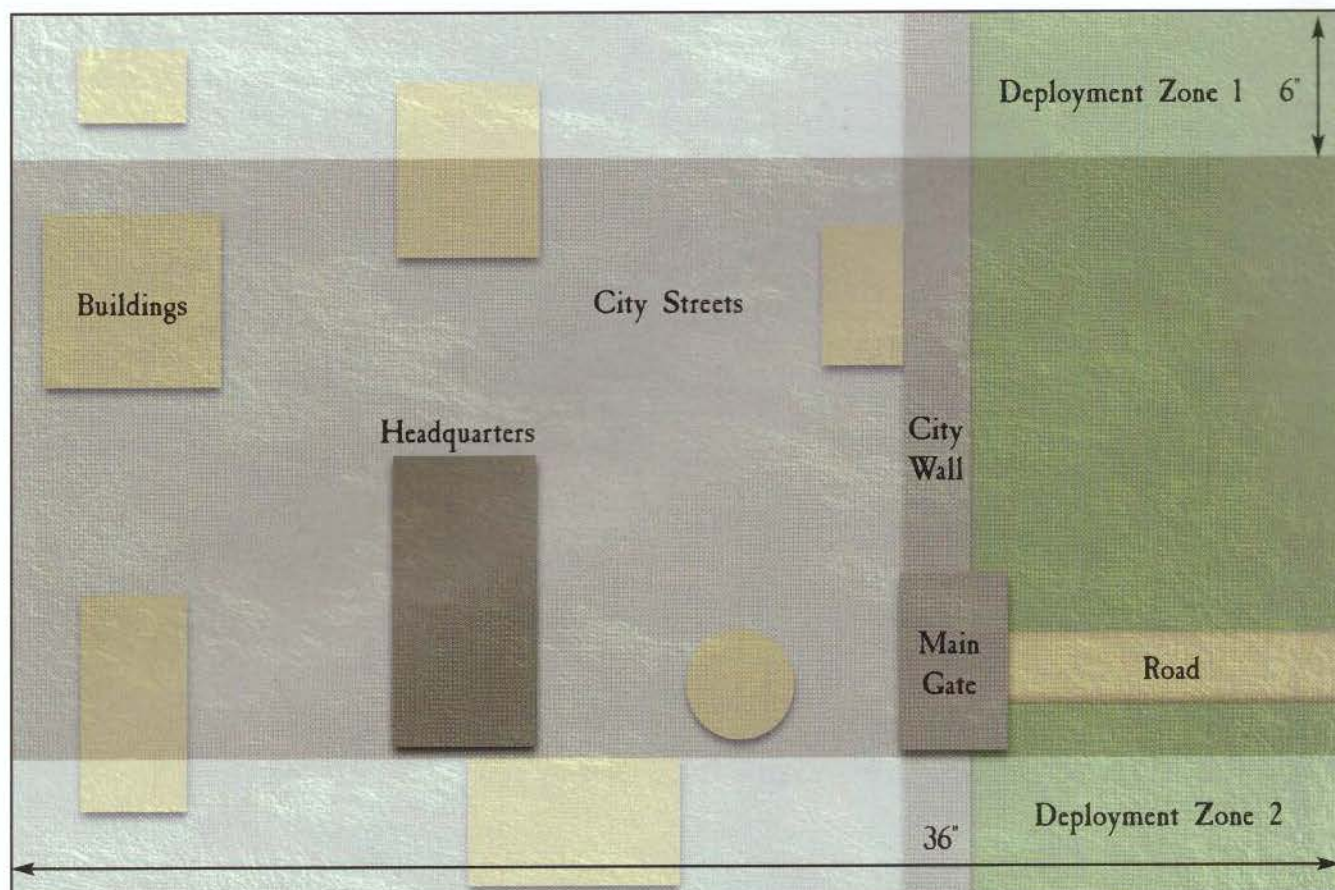
Spearmen of a Romano-British civitas.

Scenario 13

THE SCOUTING CLASH

> *'At first light… they heard Hygelac's war horns and trumpets sounding, the tribe's retainers following in the great king's track.'*
> — *Beowulf*

Situation

As the two enemy forces close for a decisive encounter, both sides send out their best warriors and scouts to locate enemy positions and select the best ground for a battle. The two scouting parties clash unexpectedly while on patrol.

Armies

Both sides choose a force of up to 750 points in value, including up to two characters (this may exceed the points value normally allowed in a particular army list).

Deployment

The defender places a unit anywhere within his deployment zone. Players continue placing alternate units of units until they are all deployed. All characters are placed last.

Concealed troops and Boats may not be used in this scenario.

Who Goes First

Players roll a dice to see who takes the first turn.

Length of Game

8 turns.

Victory Conditions

The object of this scenario is to seize control of the Hill and the Building, regardless of casualties. If one side controls both, the game is a Mighty Victory. If one side controls one and the other is contested or unoccupied, the game is a Close-Run Victory. If each side controls one, the game is a Bloody Stand-Off.

Welsh Archers

Woods

12"

Defender's
Deployment Zone

48"

Hill

Building

Track

Attacker's
Deployment Zone

Woods

Woods
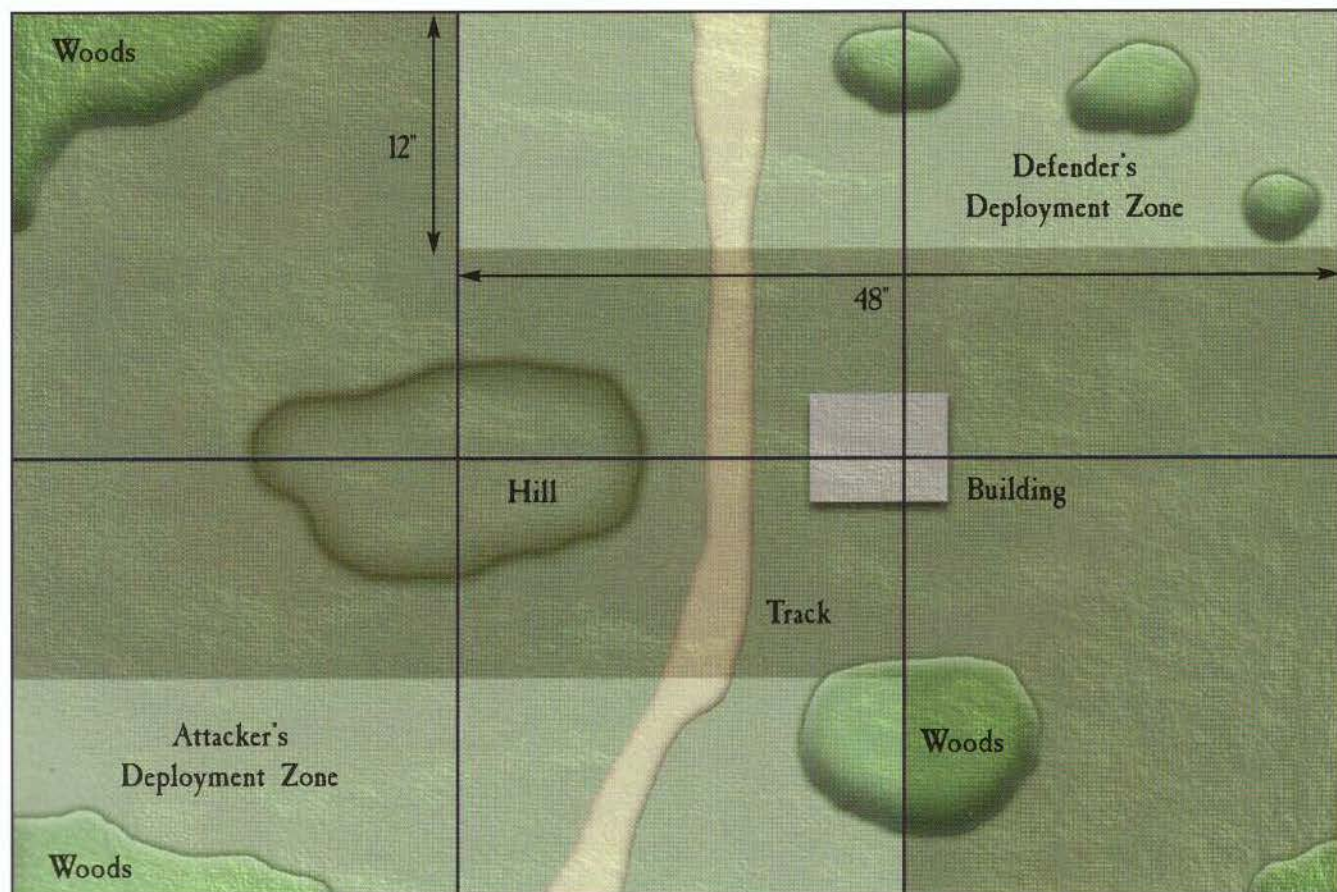
Skirmishers from both sides mount an initial attack to try and take the bridge or fell an enemy leader with a lucky shot.

The raiders are repulsed by the arrival of the cavalry.

Scenario 14

THE BATTLE AT THE VILLA

'The old king drew back against his rampart... but Hygelac's standards overran his refuge.'

– Beowulf

Situation

With their kingdom having been invaded, two of the defending leaders meet in secret to coordinate the forthcoming battle with the enemy. However, their foes are further inside their territory than they think, and have sent an advance party of warriors to catch the two heroes unawares at the settlement where they are meeting. The two heroes must fight their way out, for their destiny is to lead the army against their attackers, not to be slain in a muddy brawl...

Armies

The defender chooses an army of up to 500 points in value, which must include two characters (even if this exceeds the normal points value limit for characters). The attacker chooses an army of up to 1,000 points in value, including at least two characters. Neither side may include any mounted models in its forces – the attackers have approached on foot for purposes of stealth, and the defender's horses are assumed to have been removed from their tethers by a spy, or to be otherwise unattainable during the skirmish.

Deployment

The defender places a unit anywhere within the walls of the settlement; then, the attacker places two of his units within his deployment zone. Players continue placing alternate units/pairs of units until they are all deployed. All characters are placed last. The two defending characters must be placed within 12" of the centre of the settlement (see battlefield map).

Concealed troops may be used only by the attacker in this scenario. They may not be placed inside the settlement walls.

Boats may not be used in this scenario.

Who Goes First

The attacker takes the first turn.

Length of Game

There is no turn limit – play until both defending characters are slain, or have escaped.

Victory Conditions

Victory is purely decided by the fate of the two defending heroes, regardless of losses to either side.

The attackers score a Mighty Victory if both defending characters are slain, and none of their own characters have been killed.

The attackers score a Close-Run Victory if both defending characters are slain, but at least one of their own characters has been killed.

The game is a Bloody Stand-Off if one of the defending characters has been killed, but the other has escaped.

The defenders score a Close-Run Victory if both defending characters escape.

The defenders score a Mighty Victory if both defending characters escape, and at least one attacking character has been killed.

SPECIAL RULES

Defenders' Leadership

Because of the fact they are cornered, all defending characters and troops fight with unusual desperation and may add +1 to their Ld for this scenario.

Settlement & Buildings

The defenders are holed up in a settlement, the exact nature of which will depend on your terrain collection: it could be a crumbling villa, an old Roman fort or simply a village. The most important thing is that it has a surrounding wall or fence that can be defended and will restrict the movement of attackers. The surrounding wall or fence should have at least three entrances.
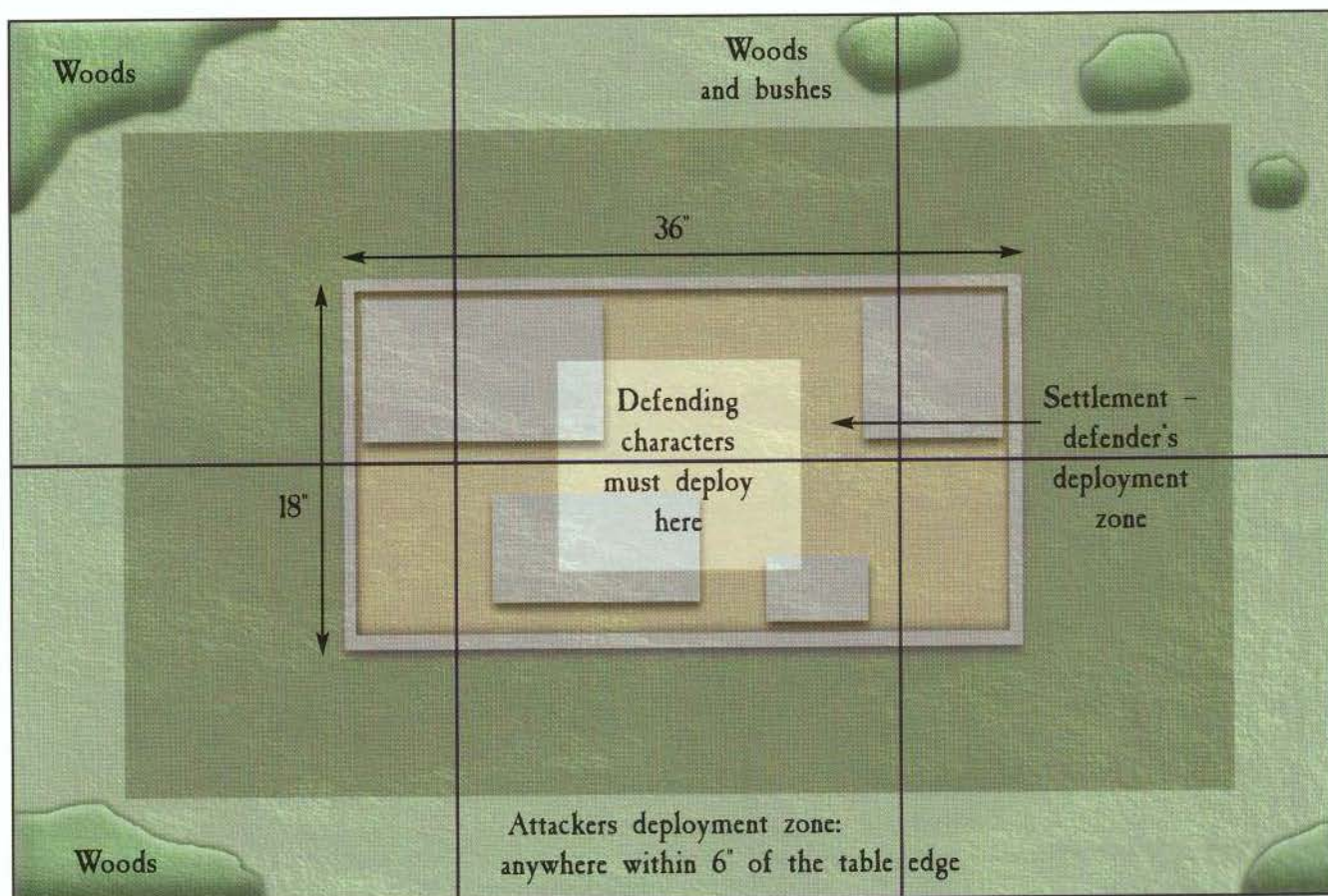
The main walls of the settlement are assumed to be harder to cross than normal walls – maybe they are higher, or enhanced by a ditch, rubble or other obstacles. Units and characters trying to cross the walls (except at the entrances) must roll a D6 when attempting to cross. On a roll of 1-3, they have been unable to cross, and must wait on this side of the wall until the next turn (they may shoot as normal if they wish). On a roll of 4-6, they have successfully crossed the wall, but must surrender any movement they have left – the models are placed just on the far side of the wall. If a wall is defended by the enemy, then the attackers have to drive off the enemy before they can attempt to cross the wall.

Romano-British Civitates

Romano-British Civitates attacked by Saxons.

Woods

Woods
and bushes

36"

Defending
characters
must deploy
here

Settlement –
defender's
deployment
zone

18"

Woods

Attackers deployment zone:
anywhere within 6" of the table edge

Scenario 15
THE BATTLE AT THE DYKE

'There was in Mercia in fairly recent times a king named Offa, who terrified all the kings and provinces around him, and who had a great dyke built between Wales and Mercia from sea to sea...'
– Bishop Asser, The Life of King Alfred

Situation

An enemy warlord has successfully raided his foe's territory, and is now returning to his lands in triumph. However, a small group of heroes is blocking their path at the dyke, determined to extract retribution from those who would carry off their cattle.

Armies

The defender chooses a force of up to 600 points in value, including at least two characters (this may exceed the points value normally allowed in a particular army list). The attacker chooses a force of up to 1,000 points in value, including up to three characters (this may exceed the points value normally allowed in a particular army list). The attacker also has three herds of cattle, each herd represented by three cattle models.

Deployment

The attacker places a unit anywhere within his deployment zone. Cattle being driven by attacking units must be placed at the same time as the unit. Players continue placing alternate units of units until they are all deployed. All characters are placed last.

Concealed troops may be used by the defender only. Boats may not be used in this scenario. Skirmishing troops do not make an extra move after deployment.

Who Goes First

Players roll a dice to see who takes the first turn.

Length of Game

9 turns.

Victory Conditions

The attacker is trying to successfully carry his booty back into his territory, while the defender is trying to regain the cattle and exact vengeance upon the attacker, especially slaying enemy characters. As a result, Victory points are different for both sides:

Attackers

Score Victory points equal to the value of any enemy character killed by the end of the game. Fleeing characters and destroyed or fleeing units are not counted for victory purposes in this scenario.

Score 100 points for each cattle model in the possession of friendly units on the table at the end of the game. Cattle models that were successfully driven through the gap in the dyke and off the defender's table edge are counted as 200 points each instead!

Defenders

Score Victory points equal to double the value of any enemy character killed by the end of the game (eg, a 110 point Tribune would count as 220 Victory points, but only if slain). Fleeing characters and destroyed or fleeing units are not counted for victory purposes in this scenario.

Score 200 Victory points for each cattle model in the possession of friendly units at the end of the game.

SPECIAL RULES

The Dyke

Many ancient kingdoms seem to have had steep dykes marking their boundaries. These were highly unlikely to have been permanently defended obstacles, but would have been difficult to cross by raiders laden with booty or driving cattle or wagons. The following special rules apply to the dyke in this scenario:

The dyke cannot be crossed by mounted models or cattle due to its steep sides and ditch.

Infantry models may cross the dyke at half normal speed. They may not march when crossing the dyke.

The gap in the dyke where it crosses the track is around 12" wide. Any models may move through the gap as usual.

If you do not have a dyke model in your terrain collection, you could just as easily use a line of small hills, stream or some other obstacle.

Cattle Herds

The attacking army (the raiders) have three stolen herds of cattle at the start of this scenario. The following special rules apply to the cattle in this scenario:

A herd of cattle is represented by three cattle models, which must remain within 2" of each other (exactly like a unit of skirmishers).

Driving Cattle

A cattle herd can only be driven by a unit of at least five models in skirmish order. Formed units are too busy keeping ranks and may not drive cattle. A unit may only drive one herd of cattle at any one time.

A cattle herd that is being driven is treated as part of the driving unit, and the cattle models are kept within 2" of those models as if they were skirmishers within that unit.

Cattle move as if they were mounted skirmishers, and have a Move rate of 4" (ie, they may double move 8").

Any shooting directly against a unit driving cattle is randomised between the cattle and the drivers. Cattle have T4 and W1 for the purposes of wound allocation. Any cattle slain during missile fire count as a model lost from the driving unit for the purposes of Panic tests.

If the unit driving the cattle is charged, cattle do not fight! Any cattle model in contact with an enemy may be immediately exchanged for a model from the driving unit.

A driving unit that is beaten in close combat by a unit of five or more models immediately loses possession of the herd. The cattle models become driven by the winning unit instead, and are moved to join up with it immediately after combat. The winning unit may not pursue as they are preoccupied with taking possession of the cattle.
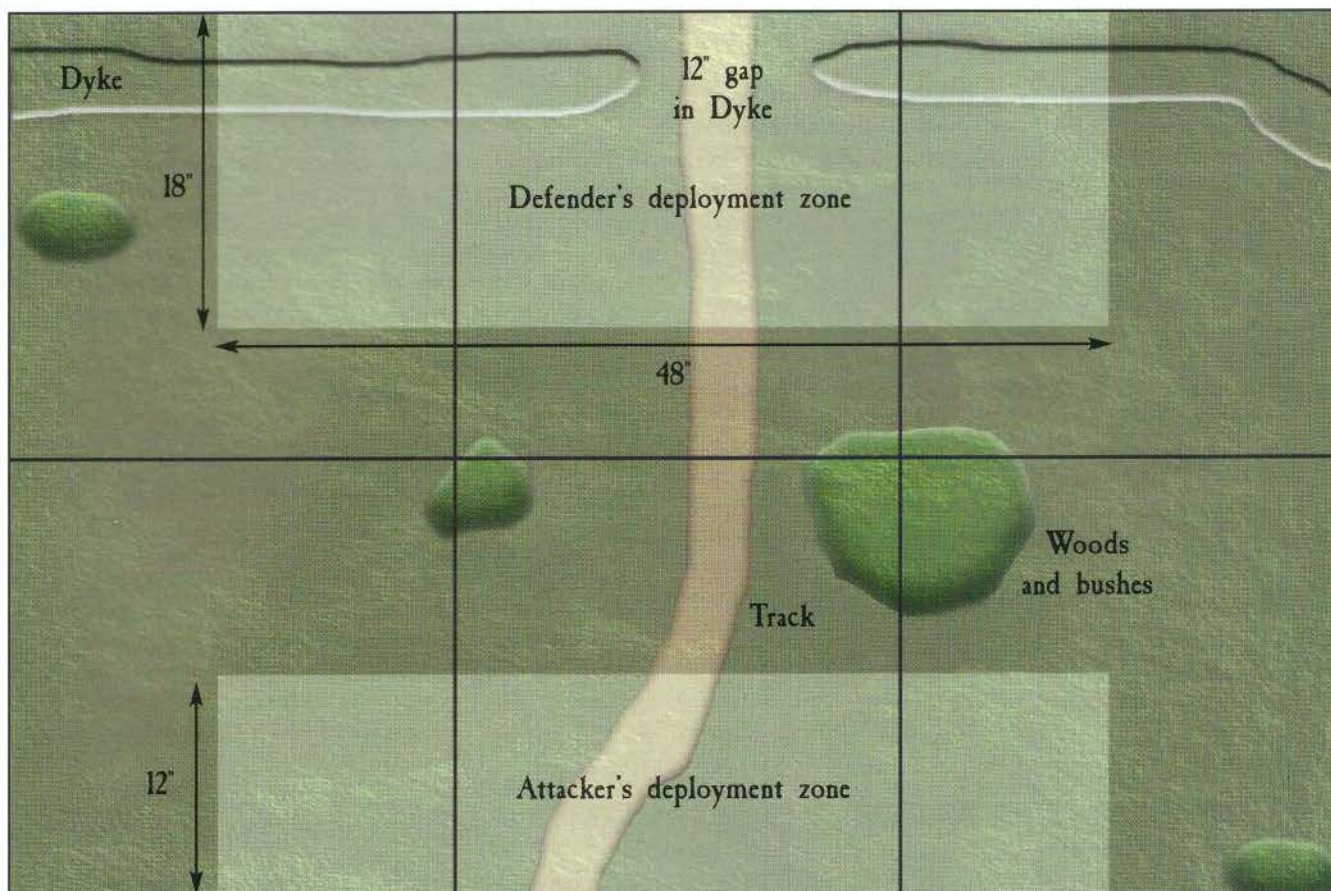
Uncontrolled Cattle

If the unit driving the cattle charges, the cattle herd becomes uncontrolled. Any cattle models are moved behind their drivers.

If a unit driving cattle flees from combat or a Panic test, or is forced to fall back in good order, then the cattle herd becomes uncontrolled.

If a unit driving cattle is reduced to less than five models, then the cattle herd becomes uncontrolled.

An uncontrolled herd of cattle is moved D6" in a random direction in the compulsory move section of each player's turn (use a Scatter dice to determine the movement direction of the herd). The herd will avoid contact with any models and stop short if necessary.

Dyke

12" gap
in Dyke

18"

Defender's deployment zone

48"

Woods
and bushes

Track

12"

Attacker's deployment zone

Pictish spearmen

CAMPAIGNS

In the Arthurian Age, a campaign of warfare would probably take place during the 'raiding season' – those spring, summer and possibly early autumn months when the weather would probably be fair, the roads and fords clear and passable, and before winter set in. Obviously, there may have been exceptions, but total war was not part of the Dark Age mindset; raiding was a seasonal, socially acceptable activity that was practised by any self-respecting early medieval ruler as a means of showing his power, defending his borders and accumulating wealth and prestige, not to mention honing the blades of his warriors.

The campaigns in this section represent the conflicts of a Dark Age raiding season. We have not tried to represent all of the nuances of Dark Age politics and economics, although you may find hints of these within individual scenarios. The aim of the campaign is primarily to generate plausible battles between two opposing forces within a consistent, narrative setting. Both of the suggested campaigns consist of several linked scenarios, which build to a final battle between the two opponents. We will freely admit that this 'final showdown' is somewhat contrived, as many conflicts probably ended prematurely and ignominiously in the face of lack of supplies, sickness or poor weather. Others, of course, led to heroic last stands such as those referred to in *The Gododdin* – and it is from these that we draw much of our inspiration. And, let's face it; these are more fun to play!

WHAT YOU NEED

All of the campaigns featured have been designed to be played between two opposing forces of around 1,500 points in size – although we have happily run campaigns with two or more players per side. The narrative format of the campaign means that you won't need an umpire to run it,

although it does help to maintain the atmosphere if one player takes responsibility for recording the deeds of characters and issuing a campaign newsletter (possibly via email). Having a few extra units beyond the normal 1,500 points size is also useful, as you will find that some scenarios may require more models than usual (eg, Mount Badon, Fort Guinnion), and you may wish to vary your army composition from game to game (eg, the Battle in the City of the Legion only features foot models, so if you end up playing this, you may have to field some extra dismounted models). It has been our experience that the enthusiasm of playing a campaign normally encourages players to keep adding new units to their collections anyway!

ARMY COMPOSITION

In the interests of fun and playability, we have also standardised the sizes of army used within each scenario. Therefore you will find that army sizes are normally limited to a standard number of points per scenario, even in campaigns where one side theoretically outnumbers the other. Also, after a heavy defeat, the losing side is still allowed to field a full-size army in the next game (although they may be short on characters – see Retinues below). The exact composition of this force may vary from game to game. After all, if a Dark Age kingdom was massively inferior to its neighbour, it would either employ allies to bolster its forces, or avoid battle at all.

Although you could work out a detailed order of battle giving exact unit strengths, supplies and the effects of attrition, this level of detail rarely adds much to a campaign and actually often derails it, as the increased level of complexity makes it too much work for the 'organiser', The campaigns in this section are designed to be run without the need for an umpire, and with a minimum level of paperwork.

RETINUES

A campaign represents a raiding season, possibly even just a few months of warfare and clashes between two rival kingdoms or warlords. No king or dux has an endless supply of nobles and chieftains to lead his warriors into battle, and therefore we have a restriction on the number of characters available to a player over an entire campaign. This is called the player's Retinue, and usually includes seven characters – the Commander or King (an Army General model such as a Rex or Cyning), five of his close relatives, nobles and warleaders (lower ranking characters such as Tierns and Uchelwyr), and an advisor (0-1 Priest or Bard or equivalent, depending on the army list). Each character in the Retinue is generated before the campaign, including any Character Advantages they may wish to take. Their Character Advantages cannot be changed during the course of the campaign, although they may choose different equipment for each scenario (eg, you might want to field a character dismounted for a battle scenario, but mounted for a raiding scenario). Each character should also be given a name – you can add a title and their deeds as well, if you like.

Some example Retinues at the start of a campaign can be seen in the Mount Badon campaign that follows.

A Retinue will not be present in full during each game of a campaign – this would probably exceed the maximum points value you can spend on characters in a scenario and, anyway,

only a very foolish Arthurian warlord would risk himself and all his sons and heirs in a minor skirmish! Characters in a Retinue may be used in campaign scenarios as follows:

You can field characters from your Retinue up to the points value allowed by your army list in any given scenario.

Retinue characters killed in battle are not necessarily dead – see Wounded Characters below.

At least one character from the Retinue must be available for the final scenario of the campaign (usually Game 6). If your campaign has had a very high body count, you may find that you have to hold your last character back for the final battle! Consequently, it's not necessarily a good idea to risk all your characters in every scenario.

A player can choose not to field their Army Commander (and it is often sensible not to risk them in every game of a campaign!) If the Army Commander is not present for a scenario, the character with the highest Leadership becomes Army General for that scenario only. This costs no extra points – the upgrade is free and lasts for one game only.

In the final battle of a campaign, every surviving character from the Retinue will be present – even if this exceeds the usual points limit for characters in your army list. Apart from the Army General and Army Standard Bearer, all characters are free of charge for the final battle only. This represents the Army Commander calling his whole household to arms.

WOUNDED CHARACTERS

Retinue characters removed as casualties in a game may not be dead; being heroes, they may lead charmed lives and have escaped death by a mere whisker. The only exception is for characters killed in single combats – these unfortunates have lost out to a better killer than themselves and will not have survived the experience! Therefore a character slain in single combat is removed from the Retinue.

So, if a character is removed as a casualty in a scenario (except when they are slain in single combat), roll a dice for each character on the following chart using a D6:

Dice Roll Result Effects

1 Dead
The character is fatally wounded, removed from the Retinue, and may not be used again.

2 - 3 Wounded
The character has suffered a debilitating injury and must roll again:

> **1 Internal injury.** This severe wound permanently reduces the character's Toughness by -1
> **2 Neck wound.** This severe wound permanently reduces the character's Wounds by -1
> **3 Sword arm.** A severe cut leaves the character's sword arm seriously weakened. The character's Strength is permanently reduced by -1
> **4 Leg wound.** The character walks with a limp and has their Initiative permanently reduced by -2

> **5 Shield arm.** The blow has left the character's shield arm weakened and he struggles to reach the same level of sword play that he used to. The character's Weapon Skill is permanently reduced by -1
> **6 Head wound.** Having either lost an eye or being prone to bouts of dizziness, the character's Ballistic Skill is permanently reduced by -2.

Once the injury has been determined, the character may rejoin the Retinue and can be fielded in the next game.

NB: It is possible for an especially unlucky character to be removed from several games and therefore have more than one accumulated wound affecting his profile. If any characteristic reaches 0, remove the character permanently from the Retinue – he is unlikely to survive the next winter!

4 Captured
The injured character has been taken prisoner by the other side. You could choose to play a skirmish scenario to see if the captive could be freed (we played Scenario 14: The Battle at the Villa, with the hostage held inside the building to resolve this). Alternatively, the enemy player could demand a ransom (perhaps 100 points worth of troops for the hostage's freedom), demand that the Army Commander fights a single combat to win back the prisoner, or simply execute the captive. The choice is yours!

5 - 6 Escaped
With heroic derring-do, the injured character has escaped death and returned back to his army. He may be fielded as normal in the next game of the campaign.

GLORY

In the Dark Ages, warriors and warlords could advance their careers by ability and reputation as much as their birth and relations. Over the course of a campaign, a young chieftain might show great ability or courage, which would stand him in good stead should he later wish for a position of greater authority. To represent this, it is possible for characters in a Retinue to improve their skills and abilities over the course of a campaign. This is done through Glory. Each character starts with a Glory score of 0, but can accumulate Glory points during the campaign. Glory points are earned for the following deeds:

Capturing an enemy standard or battle standard by pursuing a broken enemy unit in combat, as described on page 40 of the WAB rulebook. This earns 1 Glory point per standard captured.

Killing an enemy character in single combat. This only applies to warrior characters – priests, bards, etc, are not necessarily either difficult or glorious to slay! This earns 1 Glory point per character slain. However, killing the enemy general in single combat is the ultimate heroic feat and is rewarded with two Glory points.

Being the army general or army standard bearer for an army that achieves a Mighty Victory in a scenario. This earns 1 Glory point!

Any other deed that all the players agree was particularly heroic during a scenario – eg, single-handedly holding a bridge against all comers or leading a charge against the odds that turned the course of the battle. These deeds usually earn 1 Glory point.

For example: During a battle, Urien of Rheged (the army general) slays a Saxon Thegn in single combat and then leads his army to a Mighty Victory. He gains two Glory points.

The effects of Glory are two-fold – for one, the character's increasing reputation on the field of battle brings him experience and new skills. For every 4 Glory points that a character has, he may choose an extra Character Advantage. This new Character Advantage must be chosen from his army list, but does not cost any army points. In addition, a character gaining Character Advantages through Glory may end up with more than he is usually allowed.

For example: Urien of Rheged continues to accumulate Glory during his campaign. When he achieves 4 Glory points, he chooses another character advantage from his army list (as a Rex from the British Kingdoms list, he already has the Character Advantages 'Hail of Blows' and 'Finest Horses'. To reflect his growing status, he selects 'Man of the People' as his third character advantage, at no points cost. This exceeds the usual limit of two character advantages permitted to an Army General, but is fine in the context of a friendly campaign. If Urien manages to achieve 8 Glory points – and survive long enough! – he may choose a fourth character advantage, and so on.

Secondly, a character that becomes famed for his Glory rises in status in his kingdom or civitas. If the Army Commander dies during a campaign, the character with the greatest number of Glory points becomes the new Army Commander – see 'Death of the Army Commander' below.

DEATH OF THE ARMY COMMANDER

If the Army Commander dies before the end of a campaign, he is succeeded by the most renowned warrior in his Retinue. The surviving character with the highest number of Glory points becomes Army Commander – he receives a +1 Leadership upgrade (to a maximum of Ld 9) and is Army General in any scenario in which he takes part. Priests, Bards and other advisory characters would not normally aspire to be Kings, and may not become Army Commanders.

If two characters have an equal amount of Glory, the player decides who succeeds to the command of the army. Alternatively, especially in a multi-player campaign, the two characters may fight a single combat to decide the outcome! In this case, we would suggest that you use the single combat rules given in Scenario 2: The Battle on the River Dubglas, with the caveat that a character may choose to submit at the end of any round of combat during the duel. The winning character then gains another point of Glory for defeating an opponent in single combat, and becomes Army Commander.

Any wounds lost during the duel are recovered in time for the next scenario.

VETERAN UNITS

During a campaign, rank and file units may gain Veteran status as explained in the *Warhammer Ancient Battles* rulebook on page 94. Characters, however, may only improve their abilities and status through the gain of Glory points – they cannot use the Veteran and Victorious General abilities detailed in the WAB rulebook on page 94-95 – these are replaced by the Glory system.

CAMPAIGN 1
MOUNT BADON

This campaign is a suggested reconstruction of Ambrosius's or Arthur's most famous victory – the Battle of Mount Badon, which is supposed to have taken place around 500 AD. Although details are extremely sketchy, most commentators agree that Badon (pronounced 'Bathon') refers to the Roman city of Aquae Sulis, or Bath. Several accounts of the battle hint at a siege of a hill (or hill fort), of which there are two obvious contenders overlooking Bath: Liddington and the steeply-escarped Solsbury Hill.

Although it is not impossible that the campaign was fought between fellow Britons, Arthur's opponents have traditionally been the Saxons – in which case the attack was an extremely bold one, striking right into the heart of British-held territory. Such a campaign would almost certainly have been fought by a coalition of kingdoms, which is the route we have taken as the background for this campaign.

ATTACKER'S RETINUE

You will notice that the Saxon Retinue is much larger than the usual seven characters allowed for a campaign, to represent the coalition of the kingdoms of the West Saxons, South Saxons and the Men of Kent. However, the campaign is balanced so that the Saxons may lose members of their Retinue if they do poorly during the early stages of the campaign. The Saxon army uses the Early Anglo-Saxon Kingdoms variant from the main Saxon army list.

SOUTH SAXONS

Aelle of the South Saxons – Army Commander
Aelle is a Cyning with the following Character Advantages:
Loyalty
Fearsome Blow
Points: 235 + equipment

Cisse, son of Aelle
Cisse is an Atheling with the following Character Advantage:
Hail of Blows
Points: 115 + equipment

Cymen, son of Aelle
Cymen is an Atheling with the following Character Advantage:
Piercing Dart
Points: 100 + equipment

Wlencing, son of Aelle
Wlencing is a Thegn.
Points: 60 + equipment

WEST SAXONS

Cerdic of the West Saxons
Cerdic is a Atheling with the following Character Advantage:
Fearsome Blow
Points: 110 + equipment

Cynric, son of Cerdic
Cynric is an Atheling with the following Character Advantage:
Veteran
Points: 105 + equipment

Colgrin, brother of Badulf
Colgrin is a Thegn.
Points: 60 + equipment

Badulf, brother of Colgrin
Badulf is a Thegn.
Points: 60 + equipment

MEN OF KENT – THE OISCINGS

Aesc of Kent, son of Hengist
Aesc is an Atheling with the following Character Advantage:
Finest Horses
Points: 115 + equipment

Octha, son of Aesc
Octha is a Thegn.
Points: 60 + equipment

Edwulf, champion of Kent
Edwulf is an Atheling with the following Character Advantage:
Hail of Blows
Points: 115 + equipment

Raedwalf, brother to Edwulf
Raedwalf is a Thegn.
Points: 60 + equipment

DEFENDER'S RETINUE

The British Retinue is smaller and tougher than that of the Saxons; Arthur himself has been allowed four Character Advantages to represent his great battlefield experience and status (before you recoil in horror, I must hasten to point out that our play testers managed to get Arthur killed in single combat in the final battle of this campaign! The great man is not indestructible.) Arthur's army uses the British Kingdoms variant from the main British and Welsh Kingdoms army list.

Arthur – Army Commander
Arthur is a Rex with the following Character Advantages:
Finest Horses
Knight Commander
Fearsome Blow
Man of the People
Points: 270 + equipment

Kei: 'a tall man who could drink like four but kill like a hundred'
Kei is a Tiern with the following Character Advantage:
Hail of Blows
Points: 95 + equipment

Bedwyr: 'his nature was ferocious as regards sword and shield'
Bedwyr is a Tiern with the following Character Advantage:
Knight Commander
Points: 95 + equipment

Cador of Cornwall, uncle of Arthur
Cador is a Tiern with the following Character Advantage:
Veteran
Points: 85 + equipment

Constantine of Cornwall, son of Cador, cousin to Arthur
Constantine is an Uchelwyr.
Points: 55 + equipment

Gereint ap Erbin, King of Dumnonia
Gereint is a Tiern with the following Character Advantage:
Fearsome Blow
Points: 95 + equipment

Bishop Dubricius
Dubricius is a Sacerdot.
Points: 70 + equipment

PLAYING THE MOUNT BADON CAMPAIGN

There are six games in the campaign, culminating in the climactic Battle of Mount Badon. The first five games are played in order, but the exact circumstances of the final battle are dependent upon the results of the fifth game.

GAME 1

The first forces to be met in battle are those of the South Saxons: an advance force is sent to take and hold the vital river crossings leading into Dumnonia. Forewarned, the Britons raise a warband to deny the enemy their goal – for if the Saxons can be beaten, surely they will lose heart?

Play Scenario 3: The Battle at Bassa's Ford, with the Saxons as the attackers and the Britons as the defenders. If the Britons win, some of the Saxon nobles lose heart and return to their lands, as follows:

If the Britons had a Close-Run Victory, remove one Saxon noble (of the Saxon player's choice) from the South Saxon retinue (the character chosen cannot be one that has already been slain).

If the Britons had a Mighty Victory, remove two Saxon nobles from the South Saxon retinue instead. Then play Game 2 below.

GAME 2

The second attack comes from the lands of the West Saxons. Few though they are, these newly-arrived warriors leave the forests of the south and sneak into Dumnonia. Coming across a Dumnonian camp, the Saxons fall upon the Britons at dawn, hoping to slay and scatter their foes.

Play Scenario 6: The Dawn Attack, with the Saxons as the attackers and the Britons as the defenders. If the Britons win, one of the Saxon nobles loses heart and return to his lands, as follows:

If the Britons had a Close-Run Victory or a Mighty Victory, remove one Saxon noble (of the Saxon player's choice) from the West Saxon list of characters. This cannot be one that has already been killed. Then play Game 3.

GAME 3

The third attack is both bold and arrogant: the warband of Kent, bolstered by fresh warriors, plans to march straight into Dumnonia using the Roman road. Although distracted by the other assaults, Arthur sends a brave force of Dumnonians to block the road and deny the Saxons an easy victory.

Play Scenario 11: The Roman Road, with the Saxons as the attackers and the Britons as the defenders. If the Britons win, some of the Saxon nobles lose heart and return to their lands, as follows:

• If the Britons had a Close-Run Victory, remove one Saxon noble (of the Saxon player's choice) from the Kent pool of characters. This cannot be one that has already been killed.

• If the Britons had a Mighty Victory, remove two Saxon nobles instead. Then play Game 4 below.

GAME 4

Now the Saxon forces are inside Dumnonia, burning and pillaging as they go. One of the Saxon warbands halts in its march to raid and loot a Dumnonian village – little realising that a force of vengeful Britons is just a few miles away. Play Scenario 9: The Cattle Raid with the Saxons as the attackers and the Britons as the defenders. Then play Game 5 below.

GAME 5

Deep inside Dumnonian territory, a column of Saxon warriors marches towards the great prize of *Aquae Sulis*. The Britons send out their best scouts to harry and distract the enemy for as long as possible, for the Dumnonians are busy raising as many warriors as can be found. If the Saxons can be held back while the Britons seize the high ground, perhaps the Dumnonians will be able to bring a greater number of warriors to the final battle? Play Scenario 13: The Scouting Clash (skirmish).

The outcome of this scenario affects the final battle on Mount Badon, as follows:

• If the Saxons achieved a Close-Run Victory or a Mighty Victory, or if the game ended in a Bloody Stand-Off, go to 6a below for the next game.

• However, if the Britons achieved a Close-Run Victory or a Mighty Victory, go to 6b below for the next game.

GAME 6: MOUNT BADON

6a
Despite the fierce resistance of the Britons, none can stand before the hordes of Saxons as they advance on Badon. The Britons make camp upon the ancient hill above the Roman city; the King musters the remains of his forces and all his heroes for a last stand. Play Scenario 8: Mount Badon with the Britons as the defenders, and the Saxons as the attackers.

6b.
Marching deep into British territory, the surviving Saxons find themselves barred from entering the city of Badon. There they take refuge upon the ancient hill overlooking the Roman city, surrounded by an ever-growing army of Britons, hungry for vengeance and slaughter. On the third day the Saxon warleaders take up their weapons for a last stand: better to die in battle than be cut down as a coward! Play Scenario 8: Mount Badon with the Saxons as the defenders, and the Britons as the attackers. As the Britons are in friendly territory, they do not have to make the rolls for Sickness before the battle (see scenario Special Rules).

CAMPAIGN 2
THE RAIDING SEASON

This campaign is a generic reconstruction of one of the most common Arthurian military encounters, the raiding expedition into a neighbouring kingdom to seize slaves, cattle and tribute. The expedition could be waged by land or sea, although if using boats the attackers would probably beach them before heading inland – this campaign assumes that the attackers will have to force a river crossing to gain access to the defender's territory (Games 1 and 2). The attacking forces then progress to raiding the enemy's settlements (Game 3) – although it is possible for a particularly strong defender to turn the tables and launch a counter-raid upon his enemy's lands! The campaign culminates in a skirmish (Game 4) leading up to a decisive battle (Game 5), as the warfare escalates and the two armies vie for superiority. There are also three optional endgame skirmish scenarios (Game 6) to round off the campaign.

Throughout the campaign, one player represents the attacker – the invading king or warlord who has mustered his warband to carry out the raid. The other player represents the defender – the unfortunate ruler whose territory has come under attack from his predatory neighbour. The players are always referred to as attacker or defender, and should automatically take those roles in the scenarios, unless instructed otherwise.

Retinues

Both attacker and defender should generate a Retinue of seven characters, up to a maximum of 700 points in value (before any equipment is taken). The retinue may include up to two Allied Characters.

Armies

Both attacker and defender will need an army of up to 1,500 points in value, as well as sufficient character models for each Retinue. If you end up playing Scenario 5: The Battle at Fort Guinnion, you will also need a small garrison for the fort (see the Scenario itself for details), and may require an extra 200 points worth of troops for the defender (see Game 5 for details).

PLAYING THE RAIDING SEASON CAMPAIGN

Unlike the Mount Badon campaign, The Raiding Season is far less linear and is presented in a 'choose your own adventure' type format. The results of each game determine which scenario will be played next .

GAME 1

Having raised his warband and bolstered his warriors with mead, the attacking king rides out to invade the lands of his neighbour. However, the defender's forces are forewarned, and have sent spearmen to block a vital river crossing and deny the invaders access to their homeland. Play Scenario 3: *The Battle at Bassa's Ford*.

Results of Game 1

• If the attacker achieves a *Mighty Victory* or a *Close-Run Victory*, then his forces have successfully crossed the river and entered the lands of his enemy. Go to **2a** below.

• If the defender achieves a *Mighty Victory*, a *Close-Run Victory* or a *Bloody Stand-Off*, then he has successfully repelled the enemy, who must withdraw and try again to cross the river. Go to **2b** below.

GAME 2

Game 2a

The attacking forces have successfully crossed the river and invaded the enemy's territory, and are now on their way to raid one of its richest settlements. The defender sends out a small band of brave warriors to delay the invaders while he musters his forces for battle. Play Scenario 11: *The Roman Road*.

Results of Game 2a

• If the attacker achieves a *Mighty Victory*, then his forces have suffered no delay from the skirmish, and manage to advance straight to their target. Go to **3a** below.

• If the attacker achieves a *Close-Run Victory*, then his forces have suffered little delay from the skirmish, and manage to advance straight to their target. Go to **3b** below.

• If the defender achieves a *Bloody Stand-Off*, then he has temporarily delayed the enemy, but not enough to save his settlement. Go to **3c** below.

• If the defender achieves a *Close-Run Victory*, then he has successfully delayed the enemy, allowing himself more time to muster his forces. Go to **3d** below.

• If the defender achieves a *Mighty Victory*, the attacker is thrown into disarray and is forced to pitch camp before continuing with his raid. Go to **3e** below.

Game 2b

Having been repulsed once, the attacker regroups his forces and marches downstream, looking for another river crossing. After some hard riding, the invaders find their goal – but with both crossing points barred by the enemy. Realising that he must force the issue, and encouraged by his more headstrong warriors, the invading king orders the attack. Play Scenario 1: *The Battle on the River Glein*.

Results of Game 2b

If the attacker achieves a *Mighty Victory*, then his forces have taken the river crossings and inflicted some significant losses on the enemy. They advance straight to their target. Go to **3a** below.

• If the attacker achieves a *Close-Run Victory*, then his forces have successfully crossed the river, and manage to advance straight to their target. Go to **3b** below.

• If the defender achieves a *Bloody Stand-Off*, then he has temporarily delayed the enemy, but not enough to save his settlement. Go to **3c** below.

• If the defender achieves a *Close-Run Victory* or a *Mighty Victory*, the attacker is repelled in disorder. Unable to forge a bridgehead into his opponent's territory, he is forced into ignominious retreat. Seizing the opportunity, the defending king now goes on the offensive, raising his warriors to mount a punitive raid. Uncontested at the borders of the enemy's territory, the warband rides straight into the lands of its foe and immediately strikes at one of the richest settlements. Go to **3a** below. From now on, the defender and attacker have switched roles – ie, the original attacker becomes the defender, and vice versa. This continues until the end of the campaign.

GAME 3

Game 3a
Successfully penetrating the enemy's defences, the attacking warband mounts its raid on one of the richest settlements in the area. Play Scenario 9: *The Cattle Raid*. Such has been the scale of the attacker's success, that the defending forces are reduced to 1,300 points for this scenario – losses from the defending warband have not been replaced as quickly as the king would like!

Game 3b
Penetrating the enemy's defences, the attacking warband mounts its raid on one of the richest settlements in the area. Play Scenario 9: *The Cattle Raid*.

Game 3c
Despite its previous losses, the attacking warband pulls its warriors together and mounts its raid on one of the richest settlements in the area. Play Scenario 9: *The Cattle Raid*. However, the speed of the attack has been hampered by the losses from the previous battle, so the defender automatically takes the first turn in this scenario.

Game 3d
Despite its previous losses, the attacking warband pulls its warriors together and mounts its raid on one of the richest settlements in the area. Play Scenario 9: *The Cattle Raid*. However, the scale of the attack has been hampered by the losses from the previous battle, so the attacker's forces are reduced to 1,300 points for this scenario.

Game 3e
Thrown back in disarray after their initial success, the attacking forces are forced to pitch camp. The defender seizes the initiative and mounts a dawn raid on his enemy's warband. Play Scenario 6: *The Dawn Attack*. For this game only, the defenders are treated as the attackers, and vice versa – ie, the defending army mounts the attack, and the attacking army take up position in the camp.

Results of Game 3a, 3b, 3c, 3d
• If the attacker achieves a *Mighty Victory* or a *Close-Run Victory*, he has successfully raided the settlement and driven off part of his enemy's warband into the bargain! Go to **4b** below.

• If the raid ends in a *Bloody Stand-Off*, then the fighting has been fierce but inconclusive. Go to **4c** below.

• If the defender achieves a *Close-Run Victory*, he has fended off the raid on the settlement and driven off part of his enemy's warband into the bargain! Go to **4d** below.

• If the defender achieves a *Mighty Victory*, the attacker is repulsed in disorder. With his warband scattered in enemy territory, the king is forced into retreat before he can regroup his forces. Go to **4a** below.

Results of Game 3e
• If the attacker achieves a *Mighty Victory* or a *Close-Run Victory*, he has successfully fended off the enemy counter-attack and driven off part of his foe's warband into the bargain! Go to **4b** below.

• If the raid ends in a *Bloody Stand-Off*, then the fighting has been fierce but inconclusive. Go to **4c** below.

• If the defender achieves a *Close-Run Victory* or a *Mighty Victory*, the attacker is repulsed in disorder. With his warband scattered in enemy territory, the king is forced into retreat before he can regroup his forces. Go to **4a** below.

GAME 4

Game 4a
Driven back by the enemy and foul weather, the attackers are forced to retreat through inhospitable territory before they can regroup. Play Scenario 4: *Cat Coit Celidon*.

Game 4b
As both sides seek a conclusive encounter to settle their differences, their scouting parties clash in a fierce skirmish. Play Scenario 13: *The Scouting Clash*. The defending warband is still struggling to recover from the losses of the previous battle, so the defender's forces are reduced to 650 points for this game.

Game 4c
As both sides seek a conclusive encounter to settle their differences, their scouting parties clash in a fierce skirmish. Play Scenario 13: *The Scouting Clash*.

Game 4d
As both sides seek a conclusive encounter to settle their differences, their scouting parties clash in a fierce skirmish. Play Scenario 13: *The Scouting Clash*. The attacking warband is still struggling to recover from the losses of the previous battle, so the defender's forces are reduced to 650 points for this game.

Results of Game 4a
• If the attacker achieves a *Mighty Victory* or a *Close-Run Victory*, he has managed to break through the enemy's lines with minimal loss. Pitching camp, he regroups his forces and prepares for a conclusive battle. Go to **5a** below.

• If the game ends in a *Bloody Stand-Off*, then the fighting has been fierce but inconclusive. Both sides regroup their forces and prepare for a decisive battle. Go to **5b** below.

• If the defender achieves a *Close-Run Victory*, he carries the momentum of his victory into the decisive encounter. The

attacker is forced to accept battle on ground of the defender's choosing, bordered by the sea and an enemy fort. Go to **5c** below.

• If the defender achieves a *Mighty Victory*, he carries the momentum of his victory into the decisive encounter. The attacker is forced to accept battle on ground of the defender's choosing, bordered by the sea and an enemy fort. Also, attracted by their king's success, reinforcements arrive to aid him in the final battle. Go to **5d** below.

Results of Game 4b, 4c, 4d
• If the attacker achieves a *Mighty Victory* or a *Close-Run Victory*, he has driven off the enemy scouts and can choose his ground for the forthcoming battle. Go to **5a** below.

• If the game ends in a *Bloody Stand-Off*, then the skirmish has been inconclusive. Both sides regroup their forces and prepare for a conclusive battle. Go to **5b** below.

• If the defender achieves a *Close-Run Victory*, he has driven off the enemy scouts and carries the momentum of his victory into the conclusive encounter. The attacker is forced to accept battle on ground of the defender's choosing, bordered by the sea and an enemy fort. Go to **5c** below.

• If the defender achieves a *Mighty Victory*, he has driven off the enemy scouts and carries the momentum of his victory into the conclusive encounter. The attacker is forced to accept battle on ground of the defender's choosing, bordered by the sea and an enemy fort. Also, attracted by their king's success, reinforcements arrive to aid him in the final battle. Go to **5d** below.

GAME 5
Game 5a
Breaking free of the clutches of the enemy, the attacking king musters his forces on ground of his choosing for a decisive battle against the enemy. Play Scenario 2: *The Battle on the River Dubglas*. Do not roll a dice for deployment – the attacker chooses whether he wishes to be the 'high scorer' or 'low scorer' for this scenario.

Game 5b
With honours even, both kings draw up their forces on the banks of a great river for the decisive battle against the enemy. Play Scenario 2: *The Battle on the River Dubglas*.

Game 5c: Scenario 5: The Battle at Fort Guinnion.
Cut off and losing men within enemy territory, the attacker is forced to confront the defender's army on ground not of his choosing. Play Scenario 5: *The Battle at Fort Guinnion*.

Game 5d
Cut off and losing men within enemy territory, the attacker is forced to confront the defender's army on ground not of his choosing. Attracted by the success of their king and the chance of loot, reinforcements arrive to fight for the defender. Play Scenario 5: *The Battle at Fort Guinnion*. The defender may field an army of up to 1,700 points in this game.

Results of Game 5
• If the attacker achieves a *Mighty Victory* or a *Close-Run Victory*, he has crushed the enemy! His warband returns

home in triumph, laden with the spoils of battle and slaves, cattle and loot from the defeated kingdom. The bards will sing of his deeds for many years to come. You may either end the campaign here, or choose to go to **6a** below.

• If the game ends in a *Bloody Stand-Off*, both kings have fought themselves to a standstill. Exhausted, carrying what loot they can, the attacker's forces withdraw from the defender's lands. Doubtless the bards of both sides will claim victory and renown for their kings, and the warriors will drink their mead and toast the dead… until the next raiding season. You may either end the campaign here, or choose to go to **6a** below.

• If the defender achieves a *Mighty Victory* or a *Close-Run Victory*, he has crushed the invaders! His warband returns home in triumph, laden with the spoils of battle. The bards will sing of his deeds for many years to come, and he may even take the title of 'Protector'. You may either end the campaign here, or choose to go to **6b** below.

GAME 6
(OPTIONAL ENDGAME SCENARIOS)
Game 6a
Jealously guarding its loot, the invading army withdraws from the lands of its enemy. However, a handful of heroes and warriors from the defender's warband ride out to exact revenge. Play Scenario 15: *The Battle at the Dyke*, with the invading army as the attackers.

Game 6b
Defeated in battle, the surviving nobles from the attacker's retinue withdraw to their base and prepare to go into hiding or exile. Unfortunately, their enemy is hot on their heels, eager to capture or slay them. Play Scenario 14: *The Battle at the Villa*, with the invading army as the defenders.

'And then I hit him…like this!'

THE BATTLE OF CAMLAN

'The battle of Camlan in which Arthur and Medraut both fell.'
– Annales Cambraie, 537 AD

The Battle of Camlan is well known in Arthurian tradition and legend: Arthur's kingdom is brought to an end by the treachery of his son, Mordred, culminating in a final battle. Arthur kills Mordred in single combat, but is himself mortally wounded and carried off to the Isle of Avalon until Britain calls upon him again.

Sadly, much of this is chivalrous romance, concocted and written down many hundreds of years after the 6th century AD – the most likely time period for a historical Arthur to have been active. However, the themes evoked by Camlan come through in every retelling: treachery, enmity and jealousy, the all-too common bonds of internecine warfare… and, as we shall see, these may well draw upon the original circumstances of this most infamous of Arthurian battles.

Based on their exhaustive research into traditional Welsh sources, Arthurian historians Steve Blake and Scott Lloyd have suggested a possible framework for Camlan, which we have used as the basis for the wargame featured in the colour section of this book. The scenario sketched by Blake and Lloyd depicts Arthur as a warlord in what would later become North Wales in the mid-6th century AD; Arthur is not a king, but a renowned and successful warrior, possibly even the warleader of the teulu of Maelgwyn, the king of Gwynedd.

Several people are blamed for causing the conflict, including 'Gwenhwyfar, one of the nine that plotted the Battle of Camlan' – a direct reference to the involvement of Arthur's wife. Arthur's opponent Medraut (also referred to as Medrod and Medrawd) seems to have been married to Gwenhwyfar's sister, Gwenhwyfach, who is also implicated in the build-up to the battle, as shown by this line from a Welsh triad:

'The second [harmful blow] Gwenhwyfach struck upon Gwenhwyfar: and for that cause there took place afterwards the Action of the Battle of Camlan.'

So, a family quarrel between two sisters seems to have been the root of the battle, but the menfolk also had their part to play. Triad 54, 'The Three Unrestrained Ravagings of Ynys Prydein', continues this theme:

'The first of them, when Medraut came to Arthur's Court at Celliwig… he left neither food nor drink in the court that he did not consume. And he dragged Gwenhwyfar from her royal chair, and then he struck a blow upon her.'

'The second Unrestrained Ravaging, when Arthur came to Medraut's court. He left neither food nor drink in the court.'

As Blake points out, these references clearly 'establish that there was indeed a tradition of enmity between Arthur and Medraut, and point to a slowly escalating inter-family feud, started by a disagreement between the two sisters.' In an age where honour was seen to be all-important and disagreements between warlords would be expected to be solved by force, it is all too easy to see how this family feud could have ended in armed struggle.

So, having sketched out the causes of the battle, who took part?

Obviously Arthur is the main protagonist. Ancient Welsh sources such as Culwch and Olwen list other famous warriors of Arthur's warband, including Cei the Tall, Gwalchmai, the Hawk of May, and Bedwyr (better known to later legend as Sir Kay, Sir Gawain and Sir Bedivere respectively), although all these seem to have been dead by the time of Camlan. A few texts name survivors of the Battle of Camlan, including Derfel Gadarn (the Mighty) [famously re-used by Bernard Cornwall as the hero of his Warlord Chronicles trilogy]. Gwres is named as Arthur's standard bearer, and Taliesin as his bard, so both these feature in our reconstructed Arthurian force.

Medraut's army is perhaps more difficult to reconstruct (it is worth noting that what little material survives on Medraut suggest that he was an honourable and courteous warrior, not the vile traitor of later Arthurian legend.) Medraut's father, Cawrdaf ap Caradawg Freichfas, may still have been alive in 537 AD and so could plausibly have supported his son in the battle. In Welsh tradition, Gwalchmai is Medraut's brother, and so might have had divided loyalties had he fought at Camlan; however, he appears to have died in a skirmish before the main battle, which would surely only have intensified the feud between Arthur and Medraut. According to an ancient poem, the *Dream of Rhonabwy*, a young warrior named Iddawg ap Mynio was selected to act as an envoy between the two armies, but instead helped to cause the battle by kindling strife between Arthur and Medraut – for which reason he was dubbed 'the Embroiler of Prydein' by the bards. Although Iddawg traditionally saw the error of his ways and fled the scene to do penance, we have placed him in Medraut's army, commanding a number of traitors who have broken faith with Arthur.

Another conflict that Blake has reconstructed is a feud between Arthur and Huail, son of Caw, who refused to submit to Arthur and was traditionally beheaded by him on a stone that can still be seen today in Ruthin in North Wales. As Caw had over 20 sons – including Gildas, author of the famous *De Excidio Britanniae*, one of the most important Arthurian texts – we have surmised that these brothers would have been more than happy to take up arms against Arthur in Medraut's cause.

A last figure, but one who is clearly linked with Camlan, is the luckless Alan Frygan, who appears to have been deserted by his warband on the eve of battle, as shown in *Triad 30: The Three Faithless War-bands of Ynys Prydein*:

'And the War-Band of Alan Frygan, who turned away from him by night, and let him go with his servants to Camlan. And there he was slain.'

There is no record to say whether Alan Frygan fought for Arthur or Medraut, but we have chosen to side him with Medraut.

Of the forces involved there is little record; one can easily surmise that Arthur and Medraut both had personal warbands who would follow their lord to the death, plus the *teulu* of other minor nobles and warlords involved in the feud. Later traditions depict Medraut as a usurper, allying himself with Saxons, Picts and Irish in order to topple Arthur from power; of these, Scots-Irish are historically the most likely, and Medraut had family links to Ireland, so we have allowed Medraut a couple of warbands of Scots-Irish raiders.

The battle is traditionally associated with a river crossing, which ties in closely with Blake's identification of Afon Gamlan (the River Camlan) in Snowdonia as the site of the battle. Battles at fords and bridges were common throughout the Dark Ages, and the River Camlan would have bordered on Arthur's territory, so the location is completely plausible.

Of the course of the Battle of Camlan, there is little definite that can be said. The *Annales Cambraie* says no more than that 'Arthur and Medraut both fell.' One thing that is certain is that Camlan assumed an almost apocalyptic reputation in Welsh tradition as a destructive and wasteful battle, with only a handful of survivors. For a race that was soon to lose a large part of its western territory to the Saxons, this waste was possibly foremost in the minds of the Welshmen whose ancestors had participated in the battle. One can imagine

Arthur's forces, possibly outnumbered and betrayed, making a last stand along the banks of the river, and a clash of the two personal warbands, leading to the death of both great leaders and most of their followers.

An intriguing, and purely Celtic, final note can be added from the 13th Century manuscript *Vera Historia de Morte Arthuri (The True History of the Death of Arthur)*, which describes the end of the battle in some detail. Medraut is dead, and a seriously wounded Arthur and a handful of his surviving retainers hold the field. At this point, a handsome youth 'evoking strength of immense power' rides up to Arthur, casts an elm spear at him, and then turns to leave. Arthur pulls out the javelin – which has been poisoned in adder's venom – and hurls it back at the youth, killing him instantly. Arthur, now clearly mortally wounded, then gives orders to be taken to Gwynedd where he wishes 'to sojourn in the delightful Isle of Avalon.' This hints at the later legend of the 'Once and Future King', although, to the Welsh of the Dark Ages, Arthur was purely remembered as a great warrior, but a dead one.
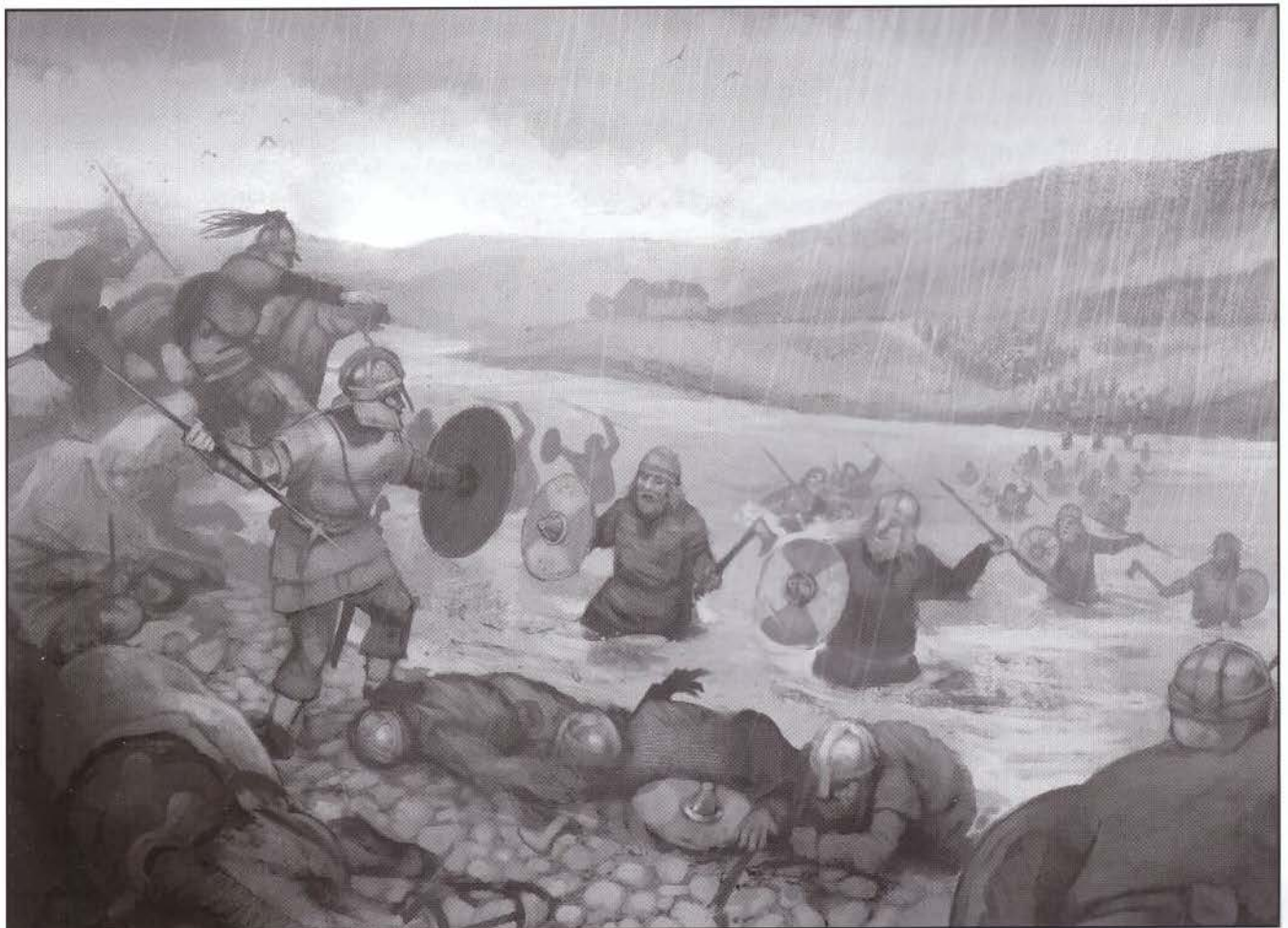
GAMING
THE BATTLE OF CAMLAN

We used our own Scenario 10: The Strife of Camlan as the basis for this game, but extended the table size to 8' x 5' to accommodate the slightly larger armies we chose. Although Arthur's army looks much outnumbered on the table, we found that the scenario was really evenly balanced and is quite hard to win decisively! In one day of gaming we played the battle three times, which resulted in a bloody-stand off and one mighty victory apiece to Arthur and Medraut. Armies were not worked out to an exact points value, but the final tally was approximately 2,000 points per side. Both armies used the British Kingdoms list, and all troops and characters fought dismounted. The breakdown of each army was as follows.

THE ARMY OF ARTHUR

CHARACTERS

Arthur (Rex and Army General) – Sword, javelins, shield and light armour

Character Advantages: Fearsome Blow, Loyalty and Veteran

Special Rule: Arthur is allowed an extra Character Advantage for this scenario.

Gwres ap Rheged (Uchelwyr and Army Standard Bearer) – Sword, javelins, shield and light armour

Derfel Gadarn (Tiern) – Sword, javelins, shield and light armour

Character Advantage: Fearsome Blow

Taliesin pen Berydd (Bard) – Sword, javelins and shield

Trystan ap Talwch (Uchelwyr) – Sword, javelins, shield and light armour

Iddawg the Embroiler of Prydein (Uchelwyr) – Sword, javelins, shield and light armour

NB: Iddawg is a traitor and joins Medraut's army at the start of the battle

WARRIORS

18 Teulu + Leader, Standard and Musician – Sword, throwing spear, javelins, shield and light armour.

3 x 18 Combrogi + Leader, Standard and Musician – Hand weapon, javelins, shield and throwing spears.

2x 10 Pagenses – Javelins, sling or shortbow.

2 x 24 Combrogi + Leader, Standard and Musician – Hand weapon, javelins, shield and throwing spears.
NB: These two units are traitors and join Medraut's army at the start of the battle.

2 x 32 Allied Scots-Irish Ceithern + Leader, Standard and Musician - mixed weapons and bucklers.

NB: These two units are traitors and join Medraut's army at the start of the battle.

THE ARMY OF MEDRAUT

CHARACTERS

Medraut ap Cawrdaf (Rex and Army General) – Sword, javelins, shield and light armour.

Character Advantages: Javelin Hurling and Veteran.

Cynwal ap Caw (Uchelwyr and Army Standard Bearer) – Sword, javelins, shield and light armour

Cawrdaf ap Caradawg Freichfras (Tiern) – Sword, javelins, shield and light armour.

Character Advantage: Veteran

Mabsan ap Caw (Uchelwyr) – Sword, javelins, shield and light armour

Calchaf ap Caw (Uchelwyr) – Sword, javelins, shield and light armour

Gwynad ap Caw (Uchelwyr) – Sword, javelins, shield and light armour

**Alan Frygan (Uchelwyr)** – Sword, javelins, shield and light armour

Special Rule: Alan Frygan has been abandoned by his warband, so must fight as an independent character – he is not allowed to join a unit.

WARRIORS

24 Teulu + Leader, Standard and Musician – Sword, throwing spear, javelins, shield and light armour.

3 x 30 Combrogi + Leader, Standard and Musician – Hand weapon, javelins, shield and throwing spears.

3 x 12 Pagenses – Javelins, sling or shortbow.
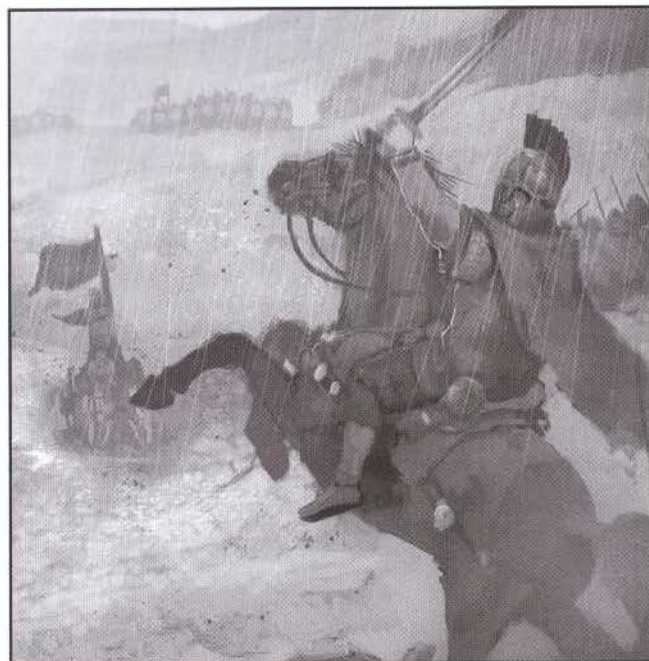
WARGAMING ARTHURIAN FICTION AND LEGEND

Arthur has dominated British heroic tales since the Middle Ages and, while the focus of this book is the history behind the myth, we cannot completely ignore the popular image of Arthur as related in the medieval romances and contemporary popular literature.

Most of us grew up with the traditional story of Arthur, the illegitimate child of Uther Pendragon, High King of the Britons, who claims his inheritance by pulling a sword from a stone and rules Britain fairly and justly, with Guinevere at his side, holding the Saxons at bay but eventually falling in battle against British traitors led by Arthur's estranged son Mordred. This core of the story was first detailed by Geoffrey of Monmouth in his 12th century *History of the Kings of Britain*. The events were embellished by writers such as Chrétien de Troyes and Sir Thomas Malory and we see the introduction of familiar characters and themes; Lancelot, the Holy Grail and Camelot to name just three. Modern writers have re-visited the medieval stories of Arthur, placing them in more historical settings. While wargaming the medieval romances, with their chivalry, plate armour and jousting is beyond the scope of this book, there is plenty of scope to recreate some of these modern works of fiction using versions of the army lists presented in this supplement.

A summary of five fictional works is presented here, along with some ideas for wargaming the different Arthurian armies they describe.

The Warlord Trilogy – Bernard Cornwell
These three books, *The Winter King, Enemy of God* and *Excalibur* tell the story from the viewpoint of Derfel, a warrior fighting for Arthur. Cornwell's Arthur is a warlord, fighting to defend the throne of his nephew, Mordred, against a background of strife between the kingdoms of Britain and the ever-present threat of the Saxons. Despite winning battles against the Saxons, culminating with a huge victory at Badon Hill, the Britons are eventually brought to their knees by civil war and betrayal.

The armies described in the stories are almost exclusively spearmen fighting in a shieldwall formation. Arthur commands a small force of heavy cavalry, partially protected with leather armour, and mention is made of mounted scouts. Druids, including Merlin, form part of the atmosphere along with Saxon wizards and the superstitious nature of Arthurian warriors is explored. In battle, the armies form up with shieldwall facing shieldwall and heroes from each side exchange insults and engage in personal combat before battle is joined. The picture of battle is more akin to that of the Viking Age, but is no less exciting for it.

Some differentiation between the various kingdoms is provided. Gwent is still much Romanised, the Saxons use war-dogs to weaken enemy shieldwalls and the Irish are suitably piratical and fickle in their allegiance. The battle scenes are well described and fairly easy to turn into wargames scenarios, each having its own unique points of interest.

The emphasis given to shieldwall tactics mean that the appropriate list from this book to use is the Romano-British *Civitates*. Most of the British armies would be composed of Milites and Pedyt fighting on foot who are able to use shieldwall, although Gundleus's poorly-disciplined Silurians might be candidates for classification as Combrogi from the British Kingdoms list. The more Romanised armies of Gwent could be allowed to use large shields. Mounted troops should be kept to a single unit of mounted milites, except for Arthur's heavy cavalry who should be represented as mounted Commanipulares. Suitable character advantages for Cornwell's Arthur and his followers would be Finest Horses, Finest Armour, Knight Commander and Veteran.

The Camulod Chronicles – Jack Whyte
This series of novels begins with the barbarian conspiracy of 367 AD and concerns the fortunes of two veterans of the Roman army and several generations of their descendants who establish and maintain a colony, 'Camulod', in western Britain governed along imperial lines and defended by a disciplined army of infantry and cavalry. The expected Arthurian themes are introduced as the story progresses; Merlin, Ambrosius, Uther, Arthur and Lancelot all feature. There are few set-piece battles described, but there are plenty of skirmishes and descriptions of late Roman military organisation.

The armies of Camulod are best represented by the Twilight of *Britannia* option from the Romano-British Civitates list, using character advantages that reflect their well equipped and disciplined nature, such as Fabricae, Professional and Veteran.

The Pendragon's Banner Trilogy – Helen Hollick
Helen Hollick's Trilogy, *The Kingmaking, Pendragon's Banner* and *Shadow of the King* takes Geoffrey of Monmouth's story of Arthur, places it in a well-described historical milieu and is told from the viewpoint of Gwenhwyfar (Guinevere). Most of the story is familiar, Uther Pendragon is slain in battle by Vortigern and his claim to the high kingship of Britain passes to his illegitimate son Arthur. Arthur initially serves Vortigern, becoming his cavalry commander and marrying Vortigern's daughter. Following a revolt by Hengist, leader of Vortigern's Saxon mercenaries, Britain is plunged into chaos. Arthur rallies the Britons to fight back and becomes High King. Arthur's reign is marred by betrayal, particularly when he tries to form peaceful alliances with the Saxons. Eventually Arthur responds to a call for help from the Roman army to fight the Visigoths in Gaul, but he and the cream of his army are soundly defeated. Arthur is believed dead, but eventually returns to hearth and home where he is again betrayed and then mortally wounded.

In these stories the strength of Arthur's armies is mounted warriors, usually fighting as heavy cavalry, organised and disciplined in the Roman manner. A suitable army list to use would again be the Twilight of Britannia option from the Romano-British *Civitates* lists. The army should be composed of mounted commanipulares and milites, supported by some missile-armed infantry. Suitable characteristics for Hollick's Arthur would be Finest Horses and Man of the People.

Sword at Sunset – Rosemary Sutcliff

Rosemary Sutcliff's 1963 novel is both a terrific retelling of the Arthurian legend and a product of its age; it closely follows the popular Arthurian theories of the time, setting Arthur in a post-Roman Britain ruled by the High King, Ambrosius. Arthur serves as the *Comes Britanniarum* leading 300 Companions, elite heavy cavalry who fight with javelins and swords and, later, longer spears. Arthur develops the Companions' weaponry and equipment and travels to Gaul to buy Frankish horses to breed better mounts for battle. After fighting the Picts in the north, Arthur takes over from Ambrosius when the High King dies and moves south, where he fights the Saxon campaigns and eventually succumbs to Medraut's plots.

Arthur's army could, once again, be well-represented by the Twilight of Britannia option from the Romano-British *Civitates* lists. His Companions would be commanipulares, armed with thrusting spears and the character advantages Finest Horses and Knight Commander to represent their superior training and mounts. With 300 Companions under Arthur's command, perhaps a second unit of commanipulares could be fielded, or a very well-armed and well-led unit of equites in support. The Companions are aided by 'auxiliaries', local spearmen and archers who do not have the responsibility or motivation of the Companions, and these are perhaps best represented by Pedyt, allied Combrogi and Pagenses. Arthur's men are also helped by 'the little dark people' in the north, pseudo-neolithic tribesmen who fight with bows and stealth. Allied Pictish hunters with shortbows and Pictish warriors riding ponies would portray these very well indeed.

Sutcliff's Saxons are fairly standard fictional barbarians, fighting in infantry warbands under strong leaders and white horse-tail standards. A few have mail shirts, which are Arthur's main source of armour. They have some beserkers, who could be represented by a high proportion of Thegns, or perhaps even borrowing the Viking beserker rules from the Shieldwall supplement. They have no cavalry until Medraut joins them with 67 turncoat Companions for the final battle.

The Last Companion
& The White Phantom – Patrick McCormack

Patrick McCormack's recent novels are little-known, but deserve a mention here for the very different vision of Arthur that they present from the other four authors listed already. McCormack cleverly combines the retelling of the Arthurian story (in flashbacks) with the tale of a warrior serving the King of Dumnonia 15 years after the Battle of Camlan. The novels are refreshingly low-level, with most of the action taking place in Dumnonia, and battles being small but gripping skirmishes involving a few dozen British, Irish or Pictish warriors. Much of the work has been inspired by British and Welsh heroic literature rather than the later Arthurian legends, with frequent allusions to *The Gododdin* and the Welsh Triads. McCormack's Arthur is a warlord who appreciates the Roman achievement but does not follow it as closely as other, more Romanised, Arthurs of fiction. The warriors of McCormack's novels are easily represented using the British and Welsh Kingdoms lists exactly as they stand; in the first book, the heroes clash with Scots-Irish raiders supported by a Druid and Irish Wolfhounds, both of which are already portrayed in the Scots-Irish list in this book.

At the time of writing, the third novel in the series (*The Lame Dancer*) has not yet been published, but we can thoroughly recommend this series as well worth a look.

While the aim of this book is to guide gamers in recreating armies that are historically plausible, it would be a shame not to explore the gaming possibilities of Arthur and his knights. It is probable that there never was a real 'Round Table' or 'Excalibur', and that most of the legendary aspects of Arthur's story are derived from earlier mythology, be it Celtic, Saxon or Sarmatian. Nevertheless, this doesn't stop them being potentially fun things to throw into a game with some friends.

The following suggestions should only be used with the agreement of your opponent and are not suitable for tournament games as they can create some extremely one-sided encounters!

KING ARTHUR AND HIS KNIGHTS

In legend, Arthur is a mighty warrior, the only man who can unite the British factions against the Saxon foe. At the core of his army are his knights, loyal warriors who fight for Arthur and share his ideals. The following characters may be added to a Romano-British *Civitates* or British and Welsh Kingdoms army. Up to 40% of the army points may be spent on Arthur and his Knights, but no other characters may be taken.

If any Knights are chosen, they may either be used as characters as described in the *Warhammer Ancient Battles* rulebook, or they may be grouped into a single unit of at least five models. If used as a unit they must remain as a unit throughout the battle, subject to all normal rules for units. Such a unit may not have a Leader, Musician or Standard Bearer and must be led by Arthur if he is present.

0-1 Arthur Pendragon, King of the Britons

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arthur	5	6	6	4	4	4	4	4	10	200
Warhorse	8	-	-	-	3	1	-	-	-	-

Equipment: Sword, throwing or thrusting spear, javelins, light armour, shield. May ride a warhorse (+16 pts). Warhorse may be barded (upgrade armour from light to heavy, +4 pts).

Special Rules: Arthur is the Army General. He may have up to three of the following character advantages:

Fabricae (+15 pts)
Finest Armour (+15 pts)
Finest Horses (+20 pts)
Knight Commander (+20 pts)
Loyalty (+40 pts)
Man of the People (+40 pts)
Professional (+25 pts)
Veteran (+10 pts)

Legendary Rules:
Excalibur (+50 pts). Arthur may carry the mighty sword Excalibur. Any hits scored by Arthur when using Excalibur are resolved at Strength 5.

The scabbard's worth ten of the sword (+30 pts). *Arthur may possess a scabbard, given to him by the Lady of the Lake. Its magical properties protect the wearer from mortal wounds. If Arthur loses his last wound during the battle he may regain it on a dice roll of 4+.*

Knight

	M	WS	BS	S	T	W	I	A	Ld	Pts
Knight	5	4	4	3	3	2	5	2	9	60
Warhorse	8	-	-	-	3	1	-	-	-	-

Equipment: Sword, throwing or thrusting spear, javelins, light armour, shield. May ride a warhorse (+16 pts). Warhorse may be barded (upgrade armour from light to heavy, +4 pts)

Special Rules: A Knight may increase any ONE of the above characteristics (except Ld), by +1 for +10 pts. A second characteristic may be increased by +1 for an additional +10 pts and a third increased by +1 for an extra +20 pts. No more than three characteristics may be increased, and no characteristic can be increased more than once. A single knight may be upgraded to Army Standard Bearer (+25 pts)

A knight may choose one of the following character advantages:

Fabricae (+15 pts)
Finest Armour (+15 pts)
Finest Horses (+20 pts)
Javelin Hurling (+10 pts)
Knight Commander (+20 pts)
Professional (+25 pts)
Veteran (+10 pts)

Depending on what you read, you will have differing opinions of Arthur's knights. Because of this, we have left some flexibility for players to field knights as they imagine they might have been. Lancelot might be fielded with enhanced Weapon skill and Attacks, Derfel Cadarn 'The Mighty' might be given extra Toughness and Wounds. A more wily warrior such as Gwalchmai might have enhanced Initiative or Ballistic Skill.

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HEATH, I. *Armies of the Dark Ages 600 – 1066* (Wargames Research Group, 1980). More useful line drawings of Sub-Romans, Picts, Irish, Saxons, etc.

MATTHEWS, J. *Fionn Mac Cumhail, Champion of Ireland* (Firebird, 1988). Lots of conjectural illustrations of Irish warriors, including the banners of the Fianna.

NEWARK, T. *Ancient Celts* (Concord, 1997). Several great plates of Picts, Scots, Romano-Britons and Saxons.

NEWARK, T. *Celtic Warriors 400 BC – AD 1600* (Blandford, 1986). More good Angus McBride plates of Picts, Scots and Romano-Britons.

NICOLLE, D. *Arthur and the Anglo-Saxon Wars* (Osprey, 1984). Slightly dated, but still a good – if very brief – introduction to the period. Inspirational colour plates of Picts, Irish, Romano-Britons and Saxons by Angus McBride.

MACDOWALL, S. *Late Roman Cavalryman* (Osprey, 1995)

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MACDOWELL, S. *Germanic Warrior 236-568 AD* (Osprey, 1996) Useful colour plates of Saxons and Franks.

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WAGNER, P. *Pictish Warrior AD 297 - 841* (Osprey, 2002).

REFERENCE WORKS AND HISTORIES

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ASHE, G. *The Discovery of King Arthur* (Sutton, 2003). Ashe argues that much of Geoffrey of Monmouth's description of Arthur's reign is true, based on earlier documents now lost to us. He makes an interesting case for equating Arthur with Riothamus, who campaigned in Gaul.

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DARK, K. *Civitas to Kingdom – British Political Continuity 300-800* (Leicester University, 1993). An interesting book that argues that Roman civitates survived later in Britain than is often thought.

DARK, K. *Britain and the end of the Roman Empire* (Tempus, 2000). Expands on Dark's earlier book, covering the Anglo-Saxon area as well as the Britons/Welsh. It covers some useful archaeology, but the conclusions reached are often quite controversial.

EVANS, S. *Lords of Battle* (Boydell and Brewer, 1997) A solid study of the role of the comitatus and its warriors in early medieval society.

GEOFFREY OF MONMOUTH. *The History of the Kings of Britain* (Penguin, 1966). Very much the root of all Arthurian legend, originally published around 1136. Geoffrey claimed that he used earlier sources when compiling his history, but it is generally dismissed as being largely fictional. It was criticised as early as 1190 when William of Newburgh noted "it is quite clear that everything this man wrote about Arthur or his successors, or indeed about his predecessors, was made up partly by himself and partly by others, either from an inordinate love of lying or for the sake of pleasing the Britons". Despite all of the negative press, it is still an entertaining read!

GIDLOW, C. *The Reign of Arthur – From History to Legend* (Sutton, 2004) Fantastic introduction and attempt to place the Arthurian legend in a historical context. Informative and very readable.

HALSALL, G. *Warfare and Society in the Barbarian West, 450-900.* (Routledge, 2003). Excellent discussion of early medieval warfare and society by a noted historian and wargamer.

KINSELLA, T. *The Táin* (Oxford University Press, 1969). Excellent translation of the Irish epic *The Cattle Raid of Cooley*.

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MORRIS, J. *The Age of Arthur – A History of the British Isles 350-650* (Phoenix, 1973). A large narrative history of which many parts have been academically discredited, but still an interesting read.

O CROININ, D. *Early Medieval Ireland 400-1200* (Longman, 1995). Useful study of Irish Dark Age history.

PRYOR, F. *Britain A.D.* (Harper Collins, 2004). Pryor presents a highly revisionist view of post-Roman Britain and argues for the Britons maintaining an affluent society with trade links to the continent.

SNYDER, C. *An Age of Tyrants – Britain and the Britons, 400-600* (Sutton, 1998). A history of the period, drawing inspiration from the work of Gildas.

YORKE, B. *The Anglo-Saxons* (Sutton, 1999). A useful little primer on the Anglo-Saxon kingdoms.

YOUNG, S. *A.D 500 – A Journey Through the Dark Isles of Britain and Ireland* (Weidenfeld and Nicolson, 2005). A very droll historical 'Traveller's Guide' to Dark Age Britain and Ireland.

MANUFACTURERS OF MINIATURES AND BUILDINGS

The following companies' miniatures are featured within this supplement.

Gripping Beast, Unit 8, Briar Close Industrial Estate, Evesham, WR11 4JQ, UK
http://www.grippingbeast.com

Wargames Foundry, 24-34 St Marks Street, Nottingham NG3 1DE, UK
www.wargamesfoundry.com

Old Glory USA, Box 20, Calumet, PA 15621, USA
http://www.oldgloryminiatures.com

Old Glory UK, Institute House, New Kyo, Stanley, Co. Durham, DH9 7TJ, UK
http://www.oldgloryuk.com/

Perry Miniatures, PO Box 6512, Nottingham NG7 1UJ, UK
www.perry-miniatures.com

Qualiticast, 29 The Quantocks, Flitwick, Bedfordshire MK45 1TG, UK

Vendel Miniatures, 24 Burgess Place, Martlesham Heath, IP5 3QZ, UK
www.vendelminiatures.co.uk

Crusader Miniatures, 17 Oldfield Drive, Stone, Staffordshire, ST15 8XZ
www.crusaderminiatures.com

Little Big Men Studios, Garden Flat 94 Crystal Palace Park Road Sydenham, London, SE26 6UP, UK
www.littlebigmenstudios.com

The following companies' buildings and boats are featured within this supplement.

Grand Manner, Unit B, Smiths Way, Saxom Business Park, Stoke Prior, Bromsgrove, B60 4AD, UK
www.grandmanner.co.uk

Hovels Ltd, 18 Glebe Road, Scartho, Grimsby DN33 2HL
www.hovelsltd.co.uk

Monolith Designs, 41 St Nicholas Drive, Hornsea, Hull, HU18 1EP, England, UK.
http://www.monolithdesigns.co.uk

Scheltrum Miniatures, 75 Albury Road, Aberdeen, AB11 6TP, Scotland, UK.
http://scheltrum.ironmammoth.co.uk

OTHER USEFUL RESOURCES

The internet contains many useful websites, and there are far too many to list. A good search will turn up most of those of specific interest to the reader, although some are noted below:

http://games.groups.yahoo.com/group/arthurwarlist
The ArthurWarList – a discussion group dedicated to wargaming the Arthurian Age. Lots of interesting chat and useful files, including articles by Guy Halsall.

http://games.groups.yahoo.com/group/WABlist
The WABlist – a discussion group for Warhammer Ancient Battles.

http://www.wabforum.sadwargamers.co.uk
The SAD Wargamers' WAB discussion page, including period-specific forums.

http://www.earlybritishkingdoms.com
The Early British Kingdoms site – a very useful resource of kings and kingdoms, names, maps and dates.

http://www.durolitum.co.uk
Britannia – the Arthurian re-enactment group. Useful photos and links.

http://www.missgien.net/celtic/gododdin
Online version of the famous British heroic poem, *Y Gododdin*.

Warhammer Historical Wargames - http://www.warhammer-historical.com/ – The Warhammer Historical website – contains a range of useful information, primarily focussed around events and community activities. You will find details of themed WHW events at Warhammer World in Nottingham as well as other events around the world. You can also find links to gaming groups, web forums and internet discussion groups.

PUBLICATIONS

Wargaming publications occasionally cover Arthurian subjects and amongst those available are:

Wargames Illustrated – http://www.wargamesillustrated.net/
Miniature Wargames – http://www.miniwargames.com/
Historical Gamer Magazine – http://www.hmgmagazine.com/
Battlegames – http://www.battlegames.co.uk/
Dadi & Piombo – http://www.dadiepiombo.com/
Vae Victis – http://www.vaevictis.com/
Wargames, Soldiers and Strategy – http://www.revistasprofessionales.com/

SOCIETIES

The Society of Ancients, The Membership Secretary, 39 Kempton Grove, Cheltenham, GL51 0JX.
www.soa.org.uk
Lance and Longbow Society, The Secretary, 11 Westmeade Close, Rosedale, Cheshunt, Herts, EN7 6JP, UK.
www.lanceandlongbow.com

If you're seriously into ancient or medieval wargaming then you really should be a member of these two societies. Their respective bi-monthly magazines, *Slingshot* and *Hobilar* are gold mines of ideas and inspiration!
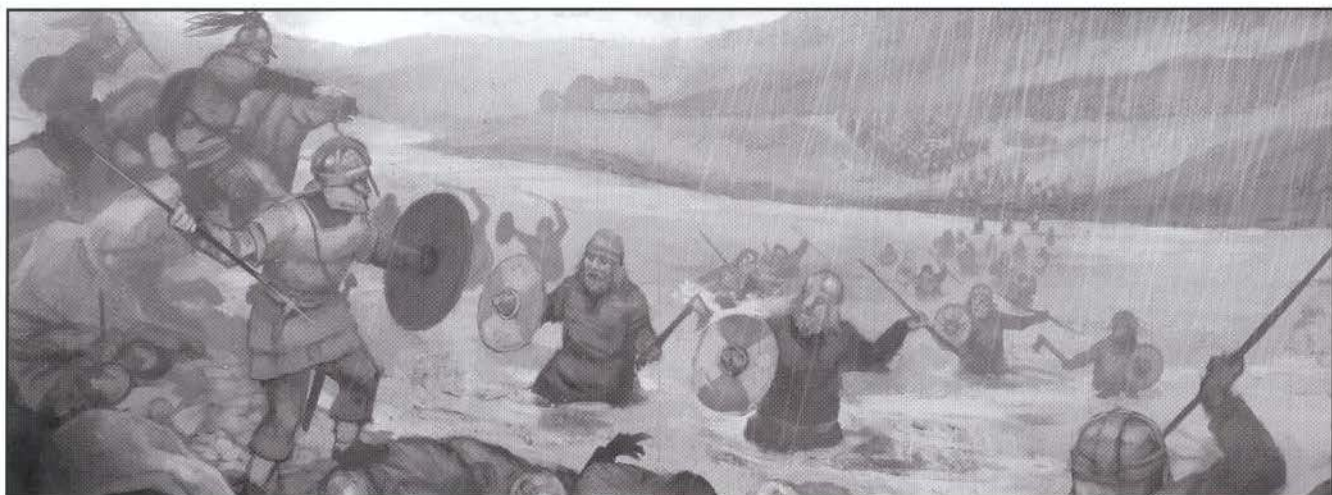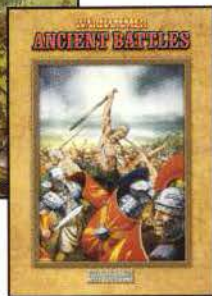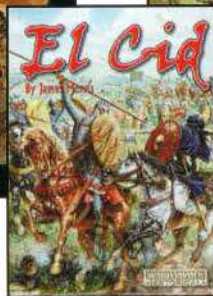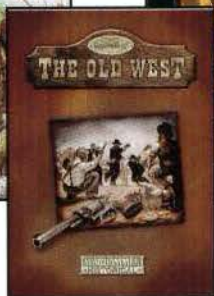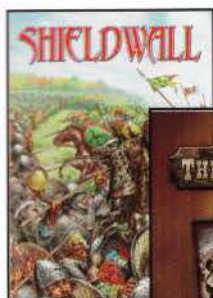
⊕ BATTLE OF CAMLAN ⊕

*The Battle of Camlan in full swing. Medraut's Britons and Scots-Irish
mercenaries mount a determined attack on Arthur's forces across the river.*

The Age of Arthur

By Steve Jones and James Morris

The Age of Arthur - Warfare in the British Dark Ages 400 AD - 800 AD is a source book for Warhammer Ancient Battles.

This exciting period of British history saw the foundations of England, Scotland and Wales laid down by warring Saxons, Romano–Britons, Welsh, Irish and Picts.

Arthur himself may have led British resistance against the Saxons, but this supplement also focuses on the other great warlords of the age - including Cadwallon of Gwynedd, Vortigern of the Britons, and Ecgfrith of Northumbria - and their warbands.

This source book contains a suggested historical overview and chronology of the period, as well 19 detailed army lists featuring:

* The Romano-British Civitates - including the armies of Vortigern, Ambrosius and the Bretons

* The British and Welsh Kingdoms - including the kingdoms of Gododdin, Gwynedd, Strathclyde and Dumnonia

* The Saxons - including Saxon raiders as well as the kingdoms of the Heptarchy

* The Franks - the armies of the Early Merovingians

* The Picts - including the Northern and Southern Picts, and the enigmatic Attecotti

* The Scots-Irish - including Irish raiders and the kingdoms of Dalriada and Ireland

There is also a section on wargaming Arthur in history for those who wish to use the great hero in their armies! Accompanying each of the army lists are suggestions for collecting, painting and wargaming with the various armies that fought in Dark Age Britain.

Other resources include a full colour section portraying the armies of the time and a wealth of illustrations and maps.

This book also contains 15 exciting scenarios and two full campaigns – Mount Badon and The Raiding Season – to help you recreate the atmosphere of early medieval warfare – The Age of Arthur.

PRODUCED BY
WARHAMMER HISTORICAL WARGAMES

This is a supplement to Warhammer Ancient Battles. You will need a copy of Warhammer Ancient Battles to use the contents of this book.

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